

THE OFFICIAL

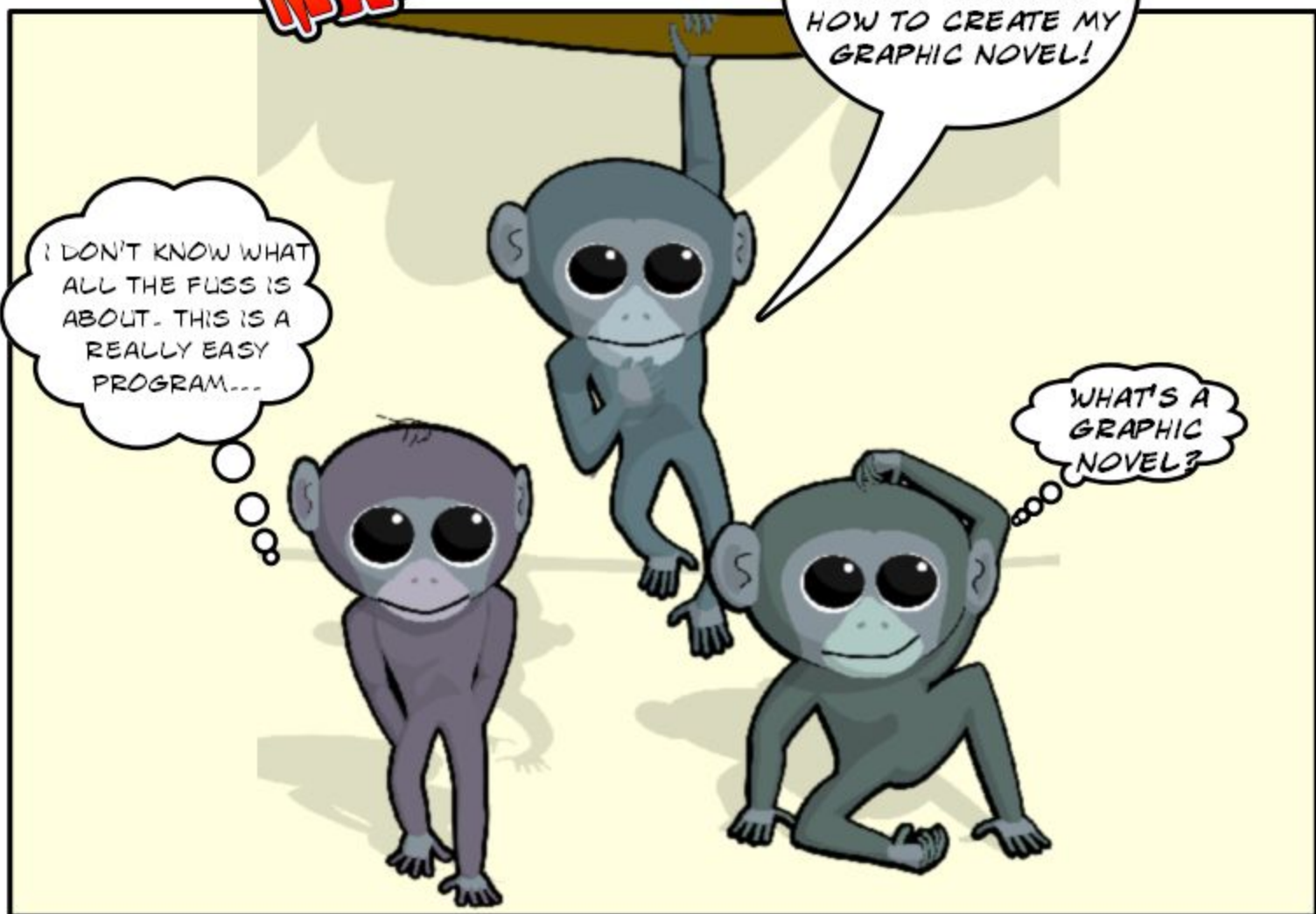
COMPUTER

MANUAL

GOOD! I WAS A  
LITTLE WORIED  
ABOUT LEARNING  
HOW TO CREATE MY  
GRAPHIC NOVEL!

I DON'T KNOW WHAT  
ALL THE FUSS IS  
ABOUT. THIS IS A  
REALLY EASY  
PROGRAM...

WHAT'S A  
GRAPHIC  
NOVEL?





## Comic Life Online Help



## Introduction

Comic Life makes creating digital comics a snap. Use Comic Life to produce high quality comics for posting on the web, including in a movie or printing out for friends.

With a comprehensive set of features, Comic Life gives you numerous ways to explore your creativity - liven up holiday snaps, tell a story, even quickly create fun and helpful "how-to" guides.

## Feature highlights

**CoreImage filtering** Turn your photos into artistic illustrations perfect for your comic.

**Video Capture** Plug in your iSight or other video camera and grab images right alongside your comic.

**Custom Page Sizes** Whatever page size you need Comic Life can match it.

**Quick Comic tool** Get a head-start by selecting an iPhoto album and turning it into a laid-out comic ready for balloons and captions in one step.

**Digital Strip font** Realistic comic lettering right from the start.

**MobileMe integration** Easy publishing to the web.

**RSS newsfeed** The easy way to share your MobileMe comics with the world.

**Quartz rendering** State-of-the-art rendering technology means smooth balloons and text.

**iPhoto integration** Integrated access to your libraries and when you're done you can send your finished comic back to iPhoto 5 ready for turning into an high-quality book.

**Various page formats** Design comics for all kinds of media: web, video and print.

**Custom lettering** Freely distortable and rotatable comic lettering lets you create exciting sound effects and dramatic titles.

**Speech balloons** All types of balloons can be easily placed and edited specifically: Speech, thought, whisper and exclamation. Other balloons are available for special situations. Balloons can be easily extended for longer speeches and fitting into tight spaces.

**Captions** Introduce a new scene or provide some background information with a caption.

**Stylesheets** Easily define a consistent style for every element in your comic for a professional look.

**Page organizer** Quickly access and reorder pages.

**Page templates** Choose from a wide variety of page templates included in the application and easily create your own.

**QuickTime export** Create a movie to put on a DVD or to include in a larger video project.

Email this Comic button to easily share your works of genius.

**Infinite undo** Limited only by your computer memory.

Copy and Paste Comic Life Elements into other applications.

**Flexible text** Take advantage of the OS X text features to mix fonts and styles.

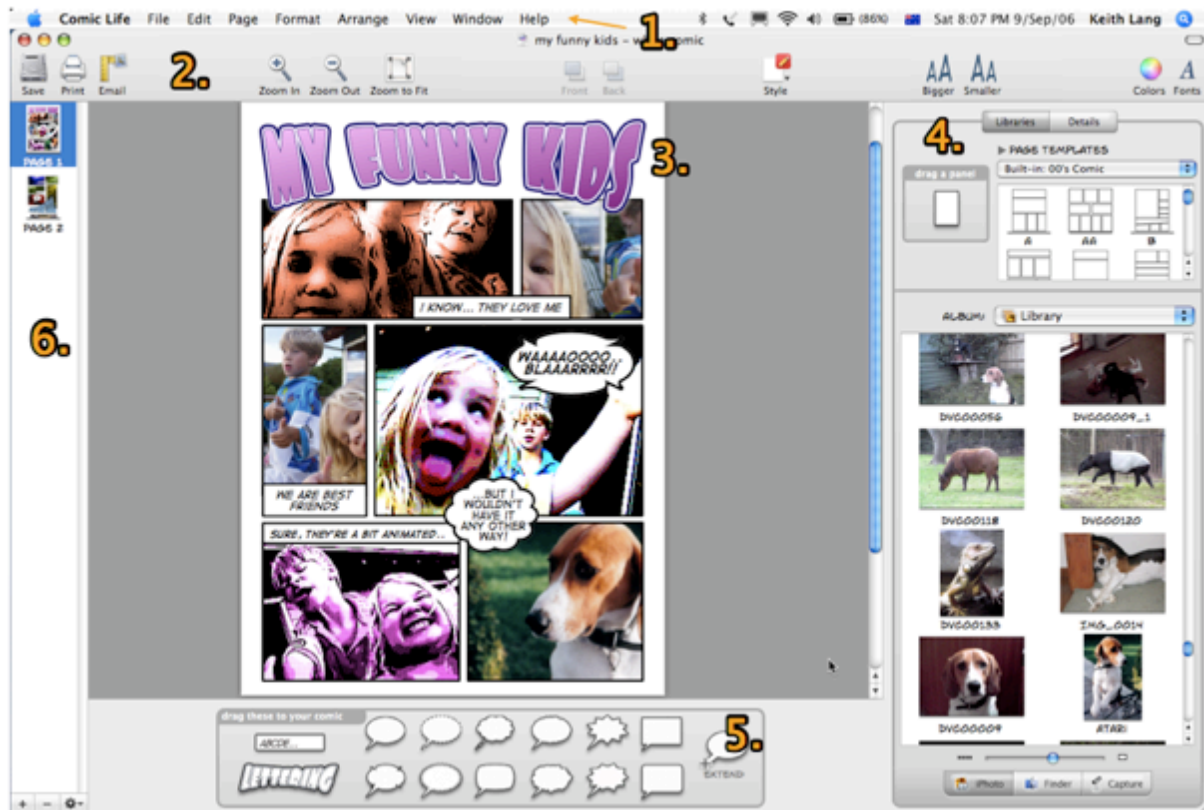
**Panels** Create realistic layouts with panels that can automatically trim images and balloons to their edges.

**WYSIWYG layout** What you see is what you get.

Fun UI Comic Life's user interface has been designed to be fun and intuitive.

## The Work Area

Comic Life gives you an efficient work area and user interface to create your comics.



### Getting familiar with the work area

The Comic Life work area is arranged to help you focus on creating and editing comics. The work area consists of the following components:

- 1. Menu bar** The menu bar contains menus for performing tasks. The menus are organized by topic. For example the Pages menu contains commands for working with pages.
- 2. Tool bar** The tool bar contains clickable icons for common actions. You can customize the contents to suit your work style.
- 3. Page edit area** The main editing area where you'll compose your pages.
- 4. Resource area** Provides access to your photos and page templates as well as details on the selected element and the current styles.
- 5. Element well** Contains the various comic elements such as balloons, captions and display lettering for titles and sound effects.
- 6. Page organizer** Provides an overview of all the pages in your comic and quick access to any particular page. You can also reorder pages here.

## Quick Tutorial

Creating a comic page in Comic Life is very simple - the user interface is laid out in just the way you need:

1. Choose a template.
2. Choose your images and drop each one on to a panel.
3. Add balloons and captions to the panels.
4. Add sound effects and a title.
5. You're done!

### Choosing a template

A template is a particular layout of panels on a page. The templates are smart in that the layout is automatically adjusted to suit the dimensions of your page.

Whenever a blank page is created the template area is automatically expanded to reveal the available templates. You can use the popup menu to view the different template collections.

When you've found a template you like drag it on to the page (or simply double click it). The template is adjust to fill the available space on the page (within the margins).

The template area is automatically collapsed.

### Adding images

If you're using iPhoto you'll see your iPhoto Library displayed below the template area - if you're not using iPhoto you'll see your home folder displayed below.

Choose the iPhoto album or folder that contains the photos you wish to use in this comic.

Note: the mini-Finder in Comic Life is smart in that it will automatically create and show thumbnails for any image files it finds in the current folder making it easy to identify the images you need. Large folders may take a few moments to fully display all the available images depending on the speed of your Mac.

Click and drag an image from the iPhoto album or folder and release the mouse button when you are over the panel to which you wish to add the image. There is a momentary pause as Comic Life adds the image and fits it to the panel such that it completely fills the panel. You can adjust the position of the image by clicking and dragging on the visible part of the image. You can resize it by dragging the green resize handles that surround the image.

Note: when an image is dropped on a panel the image becomes attached to the background of a panel. When the panel is moved the image moves with it. To adjust the image (to reposition it within the panel for example) double click on the panel and the image will become editable.

Continue adding images until all the panels are filled.

### Adding balloons

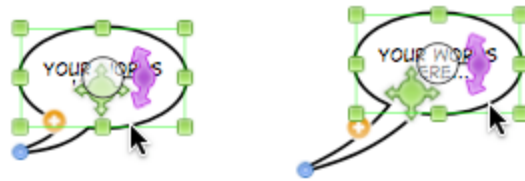
Once your images are laid out in panels it's time to add some balloons. Drag a balloon from any of the balloon wells at the bottom of the window and drop it onto an panel.



A balloon is created on the panel and ready to be edited. Enter whatever you want and then either click

outside the text area or hit the "enter" key on your keyboard to save the new text.

Notice that the balloon has resized itself to fit the new text - if there is more text than before. You can easily resize the balloon further to better fit the new text by dragging the green resize handles around the balloon. As your mouse moves over the balloon you'll notice two markers appearing and disappearing. The orange marker on the tip of the tail highlights the spot to drag to adjust the position of the tail - so you can line it up with the person who is speaking. The other marker that's near the center of the balloon is a special handle that lets you move the balloon and the tail at the same time. To adjust the position of the balloon click inside of the balloon.



Notice that the tail (the part of the balloon that indicates who is speaking) does not move. You can move the tail by clicking on the tip of the tail and dragging it to a new position.

While you are dragging the balloon or tail you've probably noticed that they are drawn beyond the edges of the panel on which the balloon was created. This is not typical for comic which normally have balloons and other lettering cut off at the edge of the panel. This is called "clipping" and is the common look for balloons in comics - they only break the edge of a panel to add dramatic effect. The reason Comic Life has the opposite behavior is because many photos you might want to use do not have the room for balloons. Future photos can be taken with consideration for balloons and you can change this default behavior.

You can enable the clipping behavior for a particular element by choosing the "Arrange->Clip" menu item.

To enable clipping as the default behavior check the "Clip new non-image elements to panels." check box in the Preferences.

Continue placing balloons and editing until you're happy with the composition. See [balloons](#) for more information on working with balloons.

### Adding captions

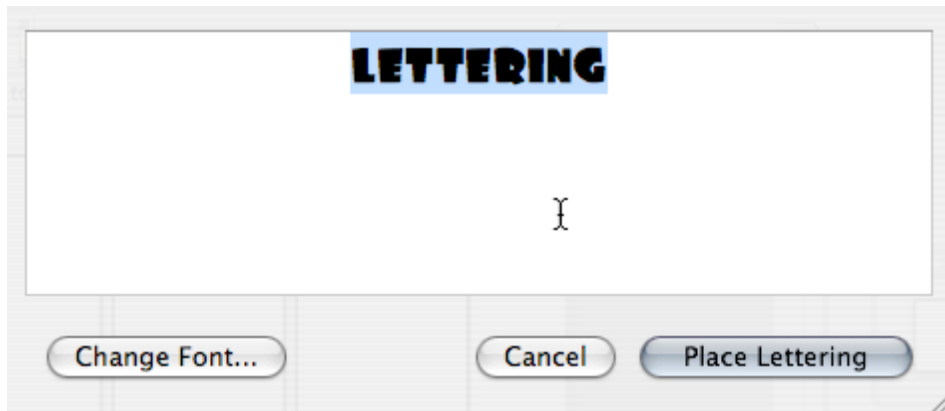
Adding captions is very similar to adding balloons - simply drag and drop them on the panels and edit the text. See [Captions](#) for more information.

### Sound Effects and Titles

The final step is adding any sound effects and titles to your composition. Sound effects and titles are both created with the Lettering element. To add a lettering element simply drag and drop from the Lettering well onto a panel. Instead of adding the element immediately a sheet is presented where you can enter the text and specify the font for the lettering.

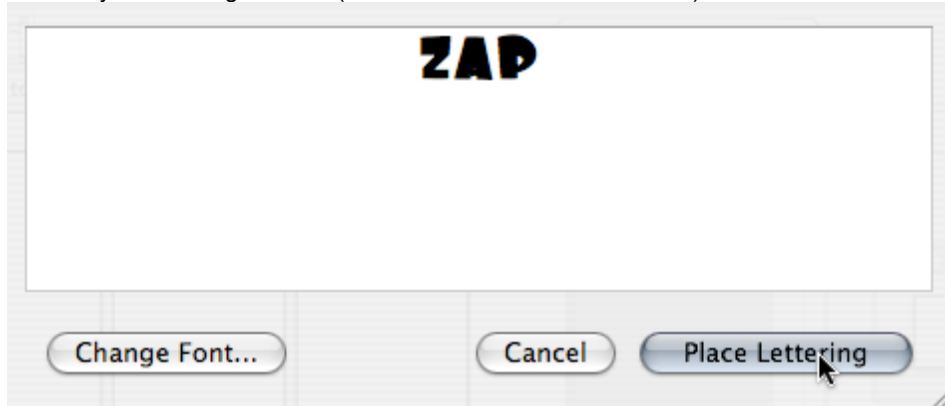






The reason for this is that lettering elements are converted to lines and curves before being added to the comic. This allows them to be drawn in novel ways such as with gradient fills or warped for more interesting effects than is possible with standard text in balloons and captions.

Enter the text for your lettering element (and choose a new font if desired) then click "Place Lettering".



The element is placed on the comic (centered on your drop location) and drawn with the default style.



You can move the element to wherever it is needed by clicking and dragging in the normal way. However the drag handles at the corners have a different effect than resizing images, balloons and captions. Instead of resizing the element uniformly dragging a handle moves just the one handle and the lettering element is distorted to fill the new area. The two center handles a special and warp the letters in a curve. This lets you get dramatic effects with very little effort. Adjust the handles to get a design you like. If you want to rescale, without warping, then click again to get a framed way to scale rather than warping.





Continue adding lettering elements until you are happy with your composition. See [Lettering](#) for more information on working with Lettering.

Your page is finished. You can now keep adding pages or if you're done print it out or post it to the web. Have fun.

## Common Operations

This section describes many of the operations that you will frequently use when working with Comic Life.

### Making Changes

Many of the changes can be made by directly interacting with the elements on the page for example moving, resizing and rotating.

#### Selecting Elements

Elements can be selected by clicking on them. Typically one element at a time will be selected - when you click on a different element any other elements will be deselected. To select more than one element hold down the "command" (the one with the Apple symbol) key while clicking. You can also select groups of items by dragging a selection box around the elements. You can toggle the selected state of an element by holding down the "command" key and clicking on the element. To select all the elements on a page use the "Edit->Select All" menu item.

#### Moving Elements

To move an element or elements select them and click on one of the selected elements and, while holding the mouse button down, drag the element(s) to the new location.

#### Resizing Elements

Only one element at a time can be resized. Select the desired element and use the handles bordering the element to adjust its size. Note that different elements have different resize behaviors. See the section on each element for more information.

#### Rotating Elements

Two types of elements can be rotated: image elements and lettering elements. To rotate one of these elements select it and click on the rotation handle near the center of the element. While holding down the mouse button drag the mouse in a circular motion to rotate the element to the desired angle. To limit the rotation to 90° angles hold down the "shift" key while dragging - the element will snap to the nearest 90° angle. If you release the shift key while dragging the element will once again freely rotate to the specified angle so make sure you release the mouse button before releasing the "shift" key to set the element to the

snapped angle.

### **Deleting Elements**

To delete any elements on a page simply select them and hit the "delete" key or choose the "Edit->Delete" menu item.

### **Reordering Elements**

Sometime elements will be behind or in front of other elements on the page. You can use the Arrange menu to change this ordering. Use "Send to Back" to move an element to back of the display order. Use "Bring to Front" to bring an element to the front.

Note: If you are using panels the ordering behavior can be slightly different. See the section on Panels for more information.

### **Clipping Elements**

A common feature of comics is having elements trimmed to the edge of panels so the panels are clearly distinguishable on the page. By default Comic Life doesn't clip any lettering elements on a panel or image (if the image is not on a panel) because many photos you might first use do not have room for balloons. However you can enable clipping for new elements by checking the "Clip new non-image elements to panels" option in the Preferences. New elements dropped on top of a panel will then be automatically clipped to the edge of the panel. If you drag an element off of a panel it will no longer be clipped to the panel edge. If you drag an element on to a panel it will automatically clip to the edge of the panel. This behavior can be disabled on a per-element basis by unchecking the "Clip" checkbox in the element attributes on the "Details" tab. This is useful for times when elements should "break" the edge of a panel for dramatic effect.

### **Editing Text**

Some elements on the page are containers for text (captions, bubbles and lettering) - to edit the text in these containers double click on one of them or hit the "Return" key if the element is selected. For captions and bubbles the text in the container becomes editable and the entire contents are selected. Start typing to replace the selected text or click at the desired character position to make minor changes. To save your changes either click outside of the editing area or hit the "enter" key on your keyboard.

For lettering elements a sheet descends with the editable text - make the necessary changes in the sheet and click on the "Convert to graphics" button to update the element on the page.

### **Details**

The Details section of the user interface gives you access to extra controls for different elements. The controls change depending on the select element. If no elements are selected on a page then the controls for the page are displayed. If multiple elements are selected then "Multiple Selection" is displayed as you cannot make Detail changes to multiple elements simultaneously. However some common operations can be applied to multiple elements through menu items.

The Details area is split between Attributes controls and Style controls. Attribute controls provide access to special features of each type of element. Style controls handle characteristics such as fill colors and line widths.

You can choose the style that an element should use by selecting the style from the popup on the Details tab or in the toolbar. The element is redisplayed with the new style. If you created a new style and want to apply it to a number of elements simultaneously you can use "Edit->Copy Style" and "Edit->Paste Style".

Note: The style attribute section allows you to modify a single element, apply a style to an element or to create a new style out of the attributes of that element. When you first make changes to a style, an asterisk (\*) is put next to the style name, so you know that this element is a variation of that style. If you like the variation, you can Update the style. If you don't like your changes, you can Revert. If you want to use this new style with other elements in the future, then create a New style.

## **Styles**

Styles let you quickly make uniform changes to multiple elements in your comic. Want all captions to have the same gradient fill? Use a style. Want all panels to have a particular frame width? A style can do it.

Comic Life comes with built-in styles that can be tweaked and then made into new styles. Each type of element (balloon, panel, lettering, etc) has its own initial style and can have any number of additional styles letting you create different looks for different elements of the same type. For example you may want thought balloons to have one style and speech balloons to have another.

To change the style of an element, choose from the Style popup menu, or simply experiment until you create a style you like.

If you have made a variation to the existing style, then an asterisk appears next to the style name. Your element is now unique!

If you want to share this new style, then create a New style. New styles can be created under Style Attributes with the '+ New' button - a sheet appears that lets you name the new style. When you click "OK" the new style is created and the element is set to use the new style. Now you can set other elements to have the same style.

You can also Update the current style - be careful! - this will also change the attributes of every other element (that is the same kind and using this style).

If you don't like your changes, press the Revert button to go back to the original style.

If you created a new style and want to apply it to a number of elements simultaneously you can use "Edit->Copy Style" and "Edit->Paste Style". See "Working with Styles" for more information.

## **Undo**

Comic Life provides full support for undo - practically any operation can be immediately undone letting you fearlessly explore its features.

The number of operations that can be undone is limited only by the available memory of your computer.

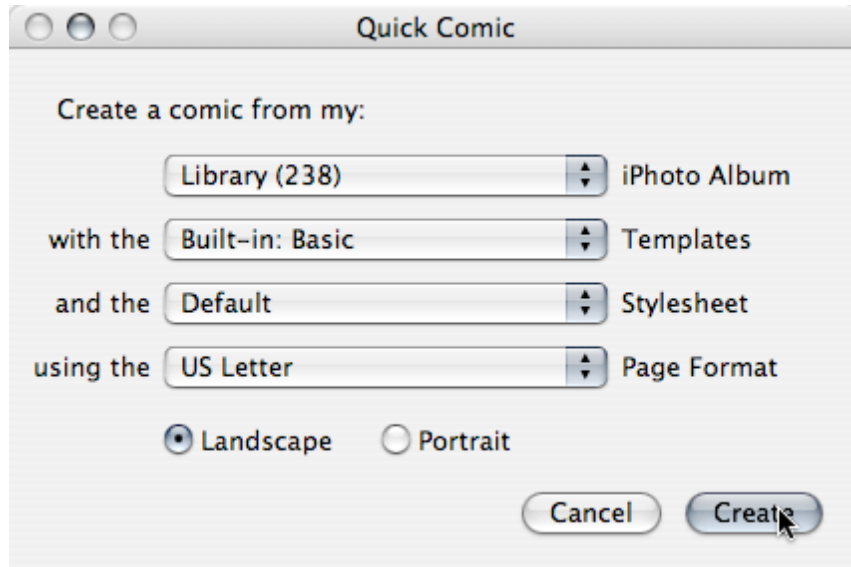
The undo memory is reset whenever you save the comic.

## **Quick Comic**

The Quick Comic feature is a great way to create a comic from an iPhoto Album by specifying a few simple parameters and letting Comic Life do the page, panel and image layout. Then you can get straight the fun part of adding bubbles and captions!

### **Creating a Quick Comic**

To create a quick comic choose "File->Quick Comic...". The following dialog is presented:



Choose the iPhoto Album or Event you wish to use for the comic (the number of photos in each album is shown in parentheses). Next select a page template collection.

The layout for each page is selected at random from the page template collection you choose. The collections have a number of panel layouts with a consistent style.

Next choose a stylesheet - if you've not created any stylesheets of your own, then there will be just the Default selection available.

Finally choose a page format and orientation. The format you should choose depends on how you want to publish the comic. If you want to print then choose a standard paper size. For video choose a standard video or HD format. For web almost any format is can be used as long as it's not too large.

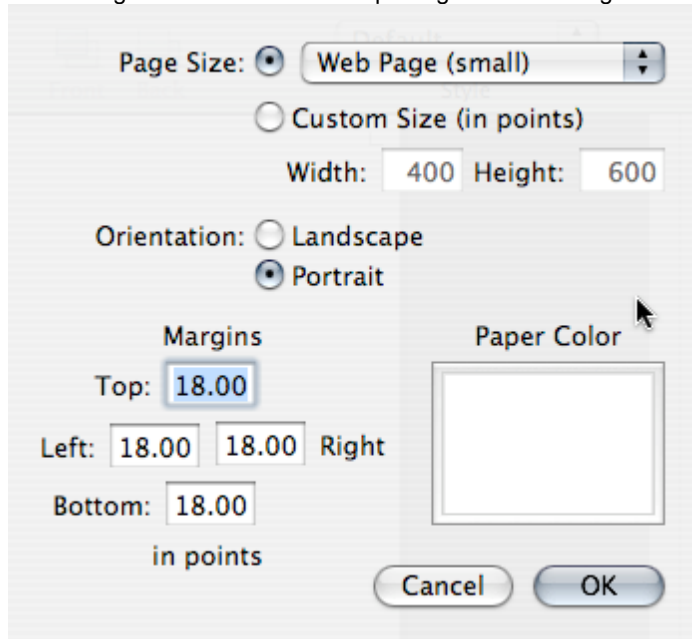
Click "Create" to have Comic Life build and present your comic. After the comic document appears you can edit and save it in the usual way.

## Pages

Comic Life is a special page layout program designed for making comics easy. A comic is laid out on one or more pages. When first started Comic Life presents you with an empty page in the edit area with its associated thumbnail in the page organizer.

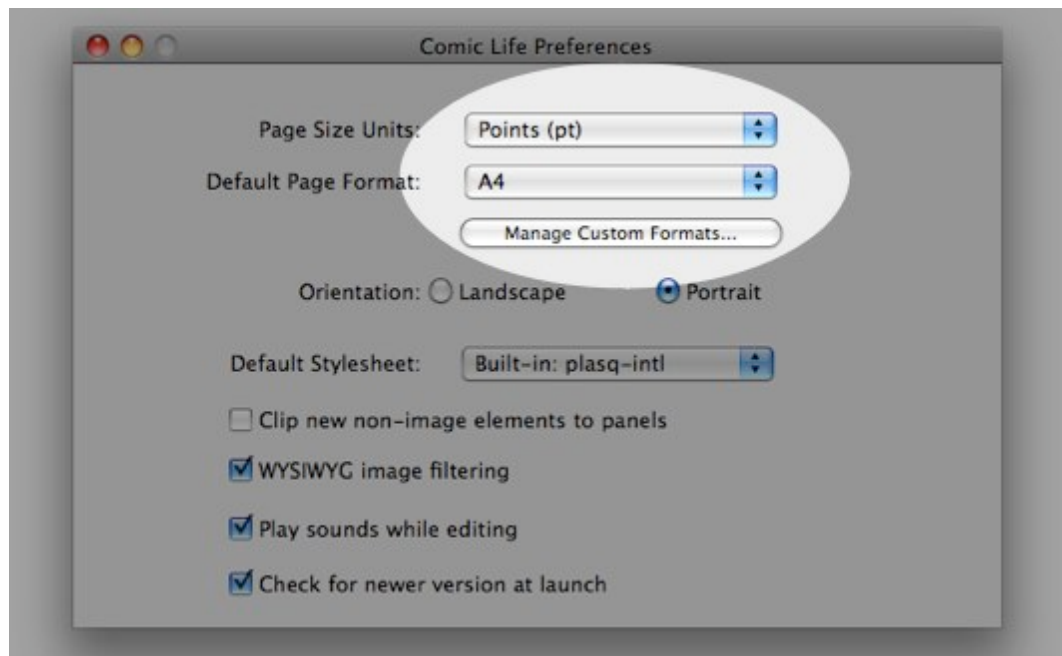
### A Note on Page Sizes

By default Comic Life is configured to show a page that's suitable for the web. You can change the page size by choosing the "File->Page Format..." menu and picking a different Page Size in the popup menu:



You can also adjust other page settings here including specifying a completely custom page size.

By default, sizes are specified in points - there are 72 points to an inch and 28.35 points to a centimeter. You can change this in Preferences



Tip: If you have a particular page size you always want Comic Life to use you should specify that in the Preferences.

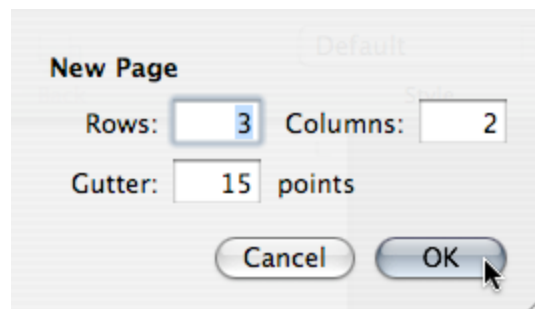
## Laying out a page

You could immediately start adding images and balloons or what ever you like to this page, but most comics are laid out as a series of panels that let you structure your story. Comic Life provides a couple of easy ways to create a particular panel layout for your page.

## Layout options

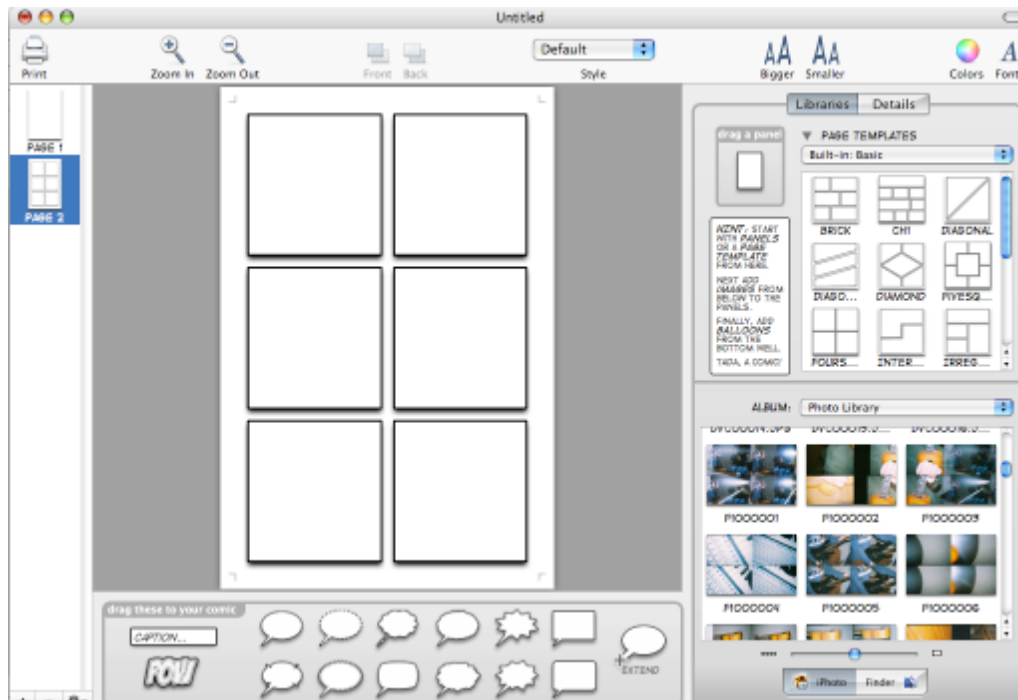
### Grid layout

To create a page with a regular grid layout where each panel is the same size as the others use the "Page->New Page with Grid Layout...". A sheet appears where you can specify the number of rows and columns for the page and a gutter.



Note: The gutter is the spacing between the cells and the margin.

Enter the rows, columns and gutter values you desire and click the OK button. A new page is created after the current page.



## Template layout

Page templates provide many irregular page layouts which you can view in the Page Template browser which is described in the next section: [Libraries](#).

## Custom layout

Comic Life also lets you design a completely custom layout by placing panels directly on the page and adjusting them to suit your needs. See the [Panels](#) section for more information.

## Adding pages

There are four ways to create a new page:

### Blank Page

To create a new blank page use the "Page->New Blank Page" menu item. A blank page is added after the current page.

### Page with grid layout

Use the "Page->New Page with Grid Layout..." option described above.

### Page from a template

At any point you can drag a page template on top of the current page being edited and create a new page with that template.

### Page from current page



You can easily create a new page of panels based upon the layout of the current page. Choose "Page->New Page like Current Page".

## Deleting pages

To delete a page make sure it is displayed in the edit area either by selecting it in the organizer or by using the "View->Page Up" or "View->Page Down" menu items.

Once the page is selected choose the "Page->Delete Page" menu item. A confirmation sheet is displayed. Clicking "OK" will delete the page.

## Reorganizing pages

You can change the order of pages in the organizer by dragging pages up and down the organizer:

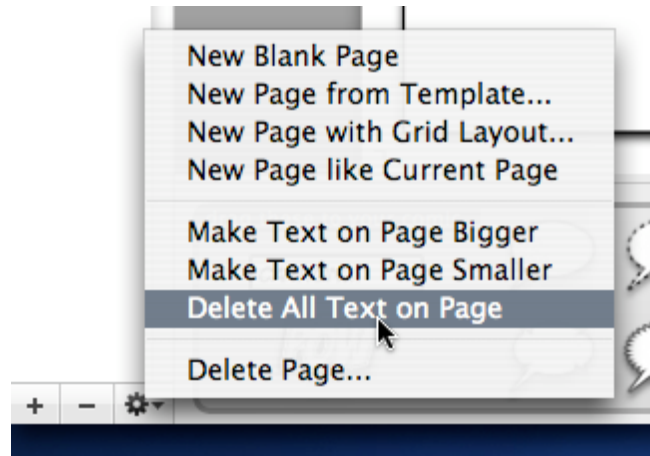


## Page Controls

A small portion of the window is dedicated to some handy page controls as shown below:



The "+" button adds a new blank page after the current page. The "-" button deletes the current page (after you have confirmed the action in a sheet). Clicking on the button with a gear reveals the context menu for working with pages. This menu can also be revealed by Cmd clicking on the page organizer:



Most of these menu items have been described before so we'll focus on the additional entries.

**Make Text on Page Bigger** increases the size of all the text in balloons and captions on the page.

**Make Text on Page Smaller** decreases the size of all the text in balloons and captions on the page.

**Delete All Text on Page** deletes all the text in balloons and captions on the page.

Note: lettering elements are not affected by these three actions.

These actions are also available in the Page menu on the menu bar.

## Page Details

There are no special options for pages.

## Page Styles

See the [Page section](#) of the [Working with Stylesheets](#) section.

## Libraries

The Libraries tab is divided into two sections. The expandable top section holds templates you can use to quickly layout panels on a page. It also holds an individual panel well for creating custom layouts. The lower section shows your iPhoto library (if you use iPhoto) on the iPhoto tab, your home folder on the Finder tab and a live video feed from your video camera (if one is available) on the Capture tab.

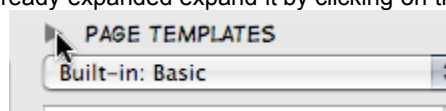
When ever you create a new page the Libraries tab is automatically revealed and the templates area expanded so you can quickly choose a new template or start laying out your pictures.

### Panels and Page Templates

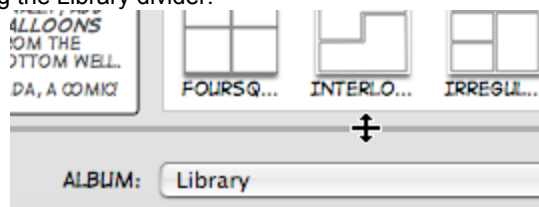
Panels let you easily create comic layouts - they can smartly clip anything put inside them to their edges - images, balloons, etc - letting you focus on telling your story instead of fussing with tidying things up. We'll look at panels in another [section](#).

#### Browsing templates

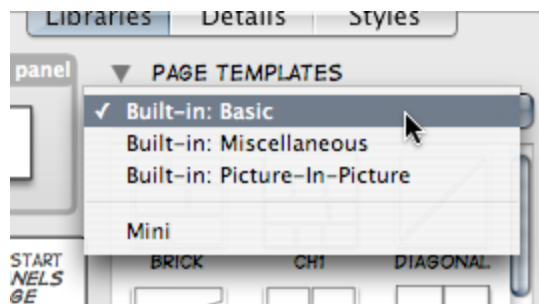
If the template browser is not already expanded expand it by clicking on the disclosure button.



The browser smoothly expands to show three rows of templates. If there are more rows you can easily scroll up and down row-by-row by clicking on the scrollbar arrows or by dragging the scroll bar. Or expand the area further by dragging the Library divider:

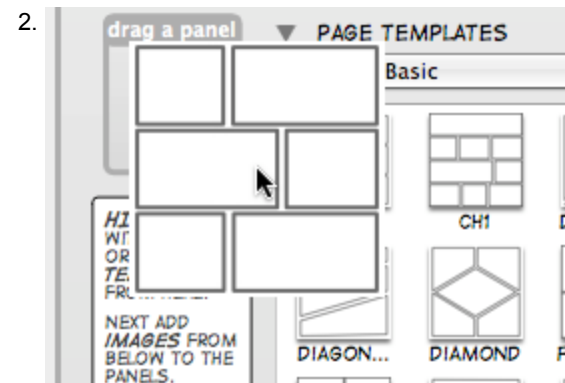
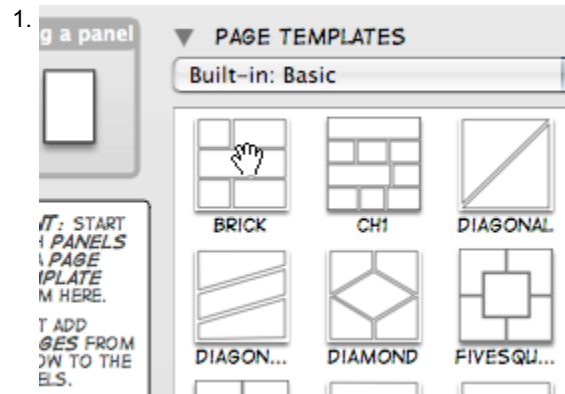


Comic Life comes with a few different template collections that are suited for different situations. You can view the different collections by selecting any of them from the popup menu.

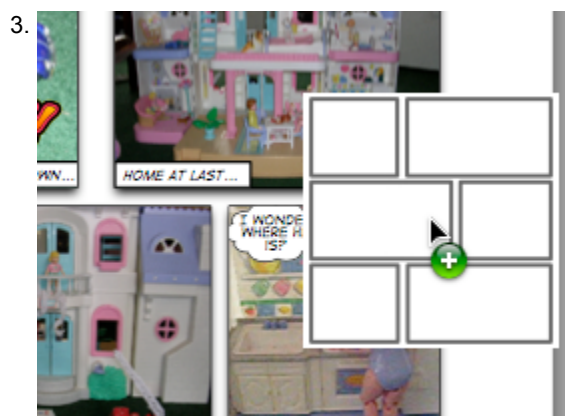


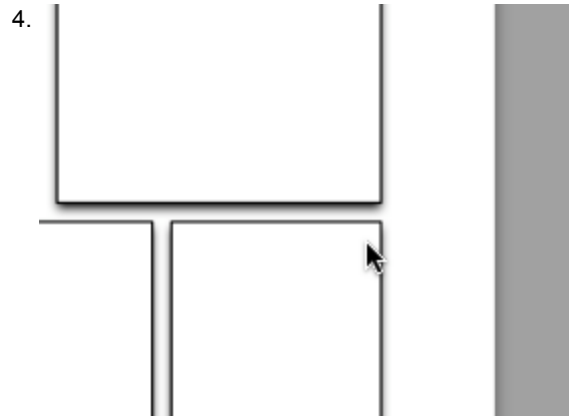
#### Using a template

To use one of the templates you can drag and drop it onto a blank page or simply double-click it.



If the current page is empty (has no elements of any kind on it) the panels from the template are added to the current page. Otherwise a new page is created directly after the current page and the panels are added to that. In either case the panels are automatically stretched to fit the dimensions of the page.





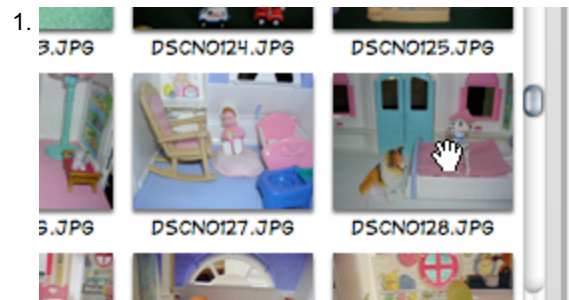
If the template browser was not expanded by you it is automatically collapsed to provide more room for browsing your images. If it does not collapse you can force it to by clicking once more on the disclosure triangle. The template browser shrinks until just a single row is displayed.

## Photos

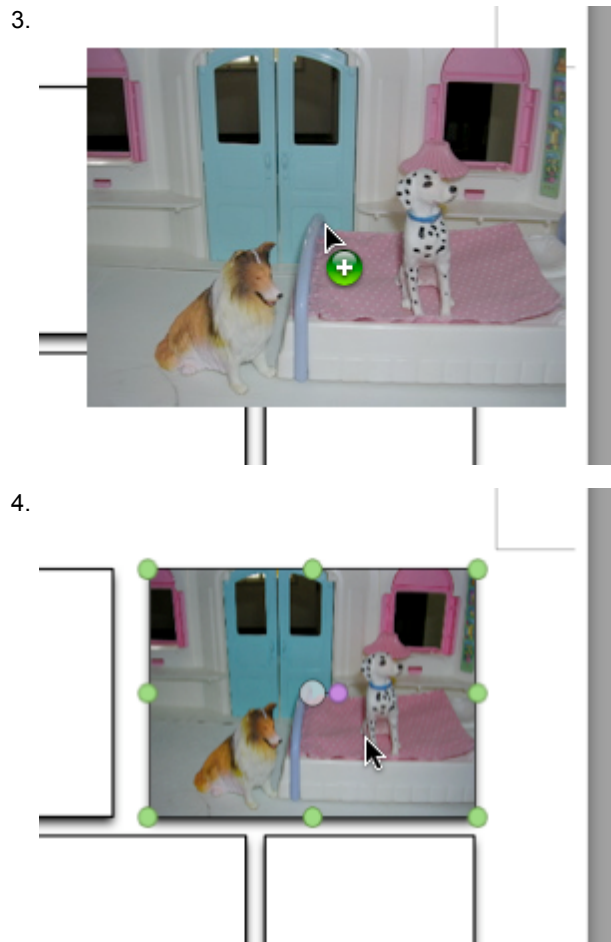
Comic Life provides three photo browsers - one for iPhoto, one for the files located in your home folder (or anywhere on your computer) and one for your video camera. All browsers provide similar functionality with some minor differences.

### Adding a photo

When you have found a photo click on it and while holding down the mouse button drag it to the page.



If you want the image to be added to a panel drag the image over the panel and release the mouse. The image is automatically added to the panel, resized to fill the available space in the panel and clipped to the edges.



You can keep adding images until all the panels are filled.

### iPhoto Browsing

The iPhoto Browser automatically displays all the images in your iPhoto Library. The thumbnails are gradually loaded and displayed. To switch to a different album select the album from the popup menu. The thumbnails for that album are loaded and displayed in the area below.

If you want to change the size of the thumbnails use the slider at the bottom of the tab. The resizing behavior operates in a similar manner to iPhoto - it changes the number of columns to maximize the use of the available space. At maximum size just one thumbnail per row is displayed. At minimum size five thumbnails per row are shown.



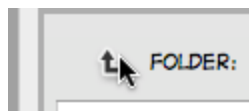
### Finder Browsing

Comic Life has a smart Finder to help you locate images in your folders. Whenever a folder is opened all the files are checked and thumbnails are created and displayed for any images letting you find them visually rather than by using their typically obscure file names.

Any non-image files are shown with their normal icons. To open a folder simply double-click on the folder.

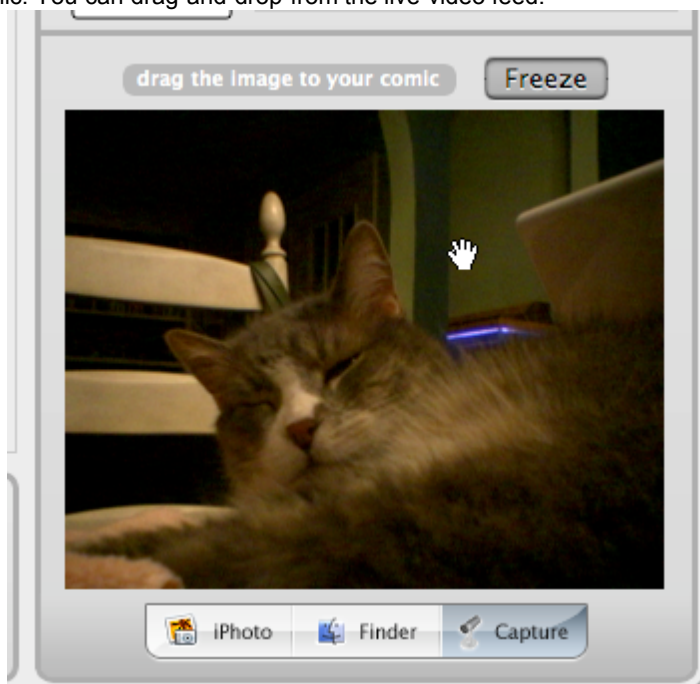
Note: While thumbnails are loading you can still navigate the file-system to other folders - so don't worry about waiting if you're not at the correct folder.

To pop up out of a folder you can use the arrow button beside the folder label. This takes you up one level in the folder hierarchy.

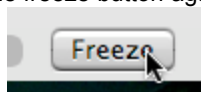


### Video Capture

If you have a video camera connected to your computer you can grab images from it directly and drop them onto your comic. You can drag and drop from the live video feed:



Or you can click on the freeze button to take a traditional snap shot and then drag the frozen image. The video will remain frozen until you click on the freeze button again:





## Panel and Image Layout

The primary layout element in Comic Life is the panel. This can be thought of as a box into which you can place an image and whatever other elements such as balloons and captions are needed.

### Add a panel

To add a panel simply drag a panel from the panel well on the Libraries tab. A new panel is added and selected on the page.

### Repositioning a panel

To move a panel simply select it and drag it to the appropriate location. You can use the Arrange->Align menu to quickly position the panel relative to the page.

### Resizing a panel

Select the panel and drag any of the resize handles to change the size. Holding down the Shift key when resizing constrains the dimensions, preventing accidental warping.

Note if the panel is irregular then the resize handles actually change the shape of the panel rather than resizing the panel in a rectangular manner. (See the panel inspector for more information).

### Adding an image to a panel

Once you've positioned and sized your panel you'll want to add an image. Choose an image in the Browser and drag it on top of your panel. Release the mouse button to add the image to the panel. If the panel was empty to start with then the image is scaled to best fill the panel and selected allowing you to adjust its position with the panel. If the panel already contained images then the image is added on top of the existing images. See the [Working with images](#) section for more information.

If you have any other elements in the panel notice that the image is dropped behind them as images are always made the background of the panel (unless another image is already the background).

### Adding multiple images to a panel

By default panels only accept one image at a time - a new image dropped on a panel will replace the current image in that panel. To add a second image to a panel simply hold down the Apple or Cmd key when dropping the image onto the panel and the second image will be added.

The additional image is made smaller than the panel so that you can see it has been added to rather than replacing the original image.

You can move and resize these images within the panel to get the arrangement you need. Use the Bring Forward/Move Backward Arrange menu items to adjust the order in which the images are displayed.

Tip: Dragging images from other applications into Comic Life does not yet support the Apple/Cmd key option. To get around this simply drop the image on to the page first and then move it onto the panel while holding down the Apple/Cmd key.

### Panel Details

The panel details lets you switch between rectangular and polygonal panels.

## **Irregular**

Panels are typically rectangular in shape but you can create irregular shaped panels by checking this box. When checked the four corners of the panel are able to be positioned independently allowing you to reshape the panel as needed. You can change the number of sides of the panel from a minimum of 3 (for triangular panels) to a maximum of 8 (for complex polygons).

If you uncheck the box the panel will be converted back to a rectangle that is sized to the maximum bounds of the irregular panel.

## **Lock**

Prevents the panel from being moved or resized.

## **Style properties**

Use the Style popup menu to pick a different style, or simply experiment until you create a style you like.

If you have made a variation to the selected style, then a pencil-indicator appears next to the style name. Your element is now unique!

If you want to share this new style, then create a New style.

New styles can be created under Style Attributes with the '+ New' button - a sheet appears that lets you name the new style. When you click "OK" the new style is created and the element is set to use the new style. Now you can set other elements to have the same style.

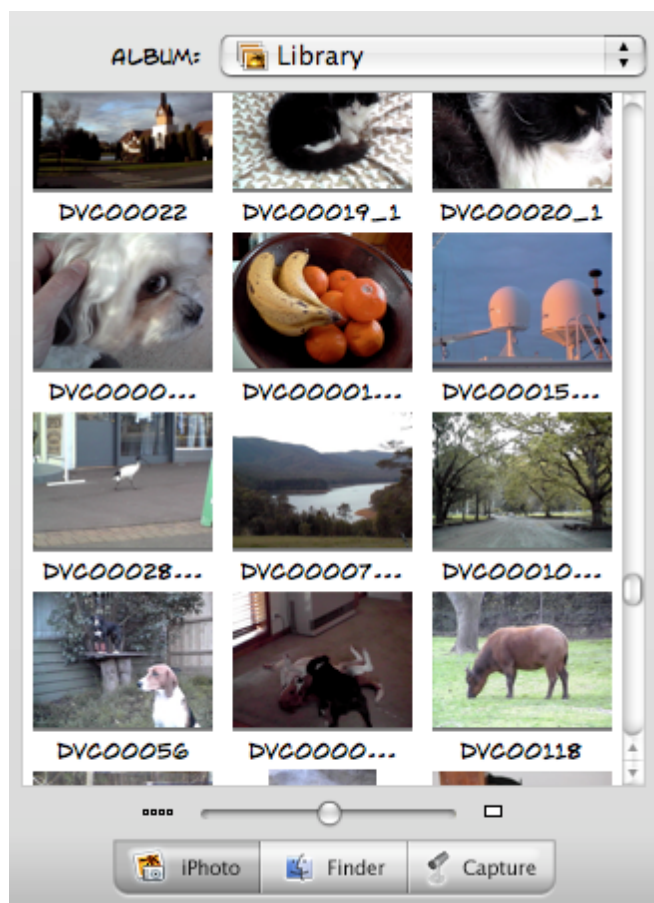
You can also Update the current style - be careful! - this will also change the attributes of every other object (in this style).

The default style cannot be changed, so you will need to create a new style, which you can then use on other elements.

If you don't like your changes, press the Revert button to go back to the original style.

## Images

Images are the basis of Comic Life - they're always handy in the Library, and can be manipulated in many ways.



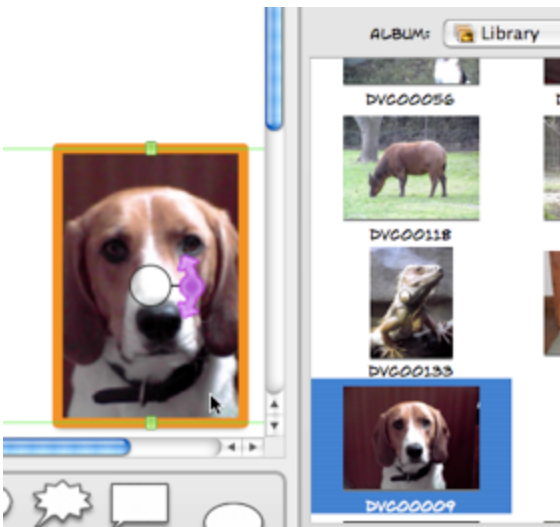


### **Finding your images.**

In the Photo Library you can choose to browse through your iPhoto collection or through the Finders filing system. Use the bottom slider to control the size of the previews, and the top menu to choose the folder/import that you want to preview. Comic Life can open most image file formats, and will even render PDFs to use!

### **Adding images.**

When you find an image you like, you can grab it and drag it into a Panel. You can always just drag it on the page by itself if you want, but a panel will allow you to clip the image so you only see the parts you like.



When placing the image in a panel, you need to move the mouse cursor over the panel itself, so when you release your picture it will be 'put inside' the panel. This is how you can control if a Panel clips the sides of a photo off - if your mouse cursor is inside the panel, then the photo will clip. TIP: If you can't get the right placement/ clipping, then try putting the photo down and picking it up from a different part.

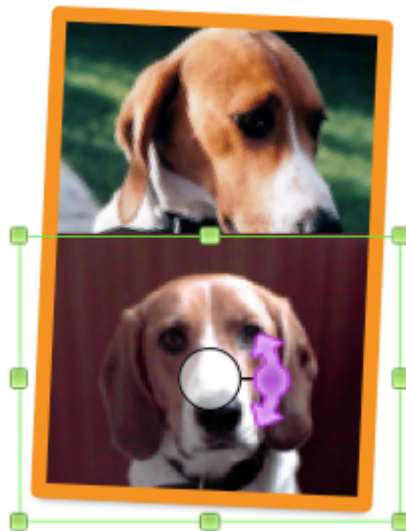
Once your image is placed in a panel, it will expand to make best use of the panel space. Now is the opportunity to make sure your image is placed exactly as you want it.

### **Working with multiple images in a panel**

Multiple images may be placed into a single panel. Each image may have it's own scaling, style, rotation and placement. You can work with each image by double clicking on a panel. Then, single click to select the image you want to work with.



1. Single click



2. Double click

## Manipulating images.

An image can:

- Be clipped at the edges of a panel, by making sure the mouse cursor is above the panel when you release your photo
- Be rotated by grasping the purple rotate handle. Holding down shift will lock rotation into 90 degree angles - handy for changing landscape to portrait layout
- Be rescaled on the fly by dragging the green selection circles
- Be flipped on either axis by utilizing the Image Attributes in the Details
- Have it's own independant frame and shadow

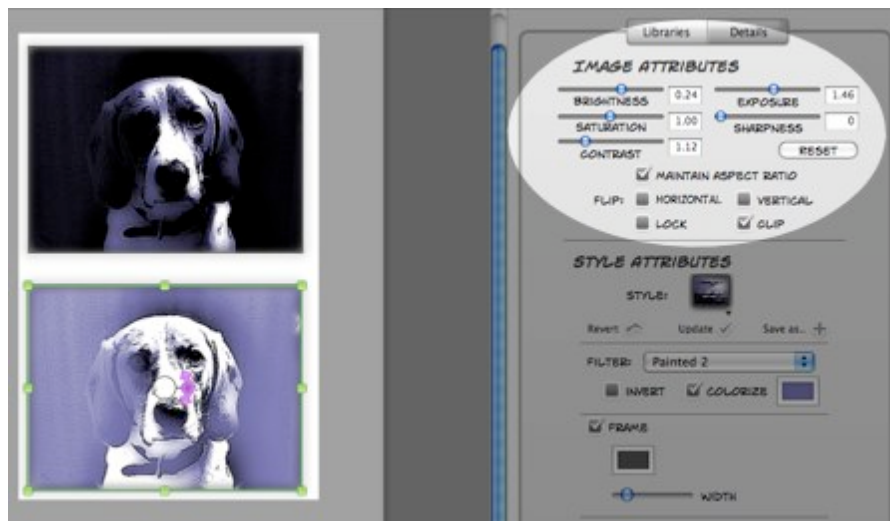
TIP: If you have many overlapping windows and it becomes difficult to grab your photo, try to grab it by the semitransparent handle in the middle. This will always allow you to drag.



### **Adjusting the Brightness, Contrast and more.**

Often images appear too dark, overexposed or need other tweaking. This is often the case after applying filters. Comic Life offers Brightness, Saturation, Contrast, Exposure and Sharpness controls for each image, as well horizontal and vertical flipping. You can find these by selecting your image (double click if it's in a Panel) and clicking on the Details tab on the right of the Comic Life window. Then adjust each slider until you are happy with the result - don't worry - adjustments do not affect the original image, so you can reset them at any time. Adjusting the sliders can take a second or two to have affect due to the way Comic Life processes images.





## Using screen-resolution images or images from the web

Sometimes you may want to make a comic using images from an email, or from a friend's web site or from screenshots. These images are usually at screen resolution (72 DPI) rather than print resolution - which is fine if your comic will only be viewed on a screen, but will look pixellated if printed. There are two aspects to keep in mind when working with screen-resolution images.

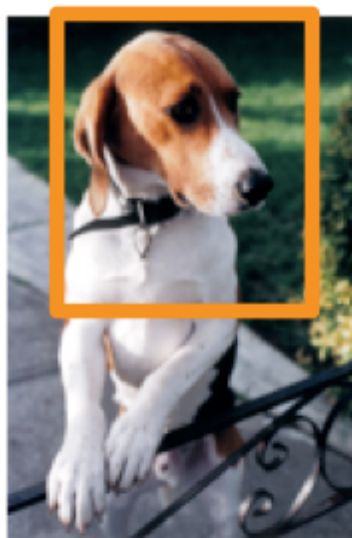
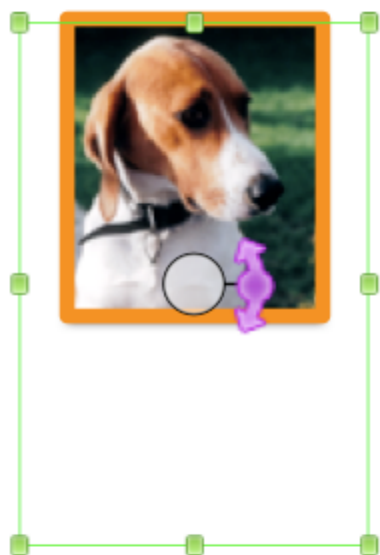
Firstly, when using screen-resolution images, it's best to keep images at their original size, to avoid blurring artifacts caused by resizing such low-resolution images. Comic Life automatically does this for any small image, but for larger images, you can choose to have the image resized to its original size on the page by selecting the image (double click if the image is in a Panel) and pressing Command+0 (zero).

Secondly, When working on comics containing screen resolution images, it's recommended that you use the View>Zoom>Actual Size option in the menubar, to avoid blurriness caused by resizing the comic to fit on the screen. Viewing and working on a comic containing screen-resolution images at zoom settings other than Actual Size will make the images look slightly blurry. If you choose to work at other zoom levels, then don't worry - exported screen-resolution comic images will look fine as long as you have resized the images to 100%, as discussed above.

## Help! My images are locked in a panel!

Comic Life 'locks' the image into a panel after you deselect it - this makes it easy for you to move your new panel and image around as a unit. But if you decide you want to edit your image (or delete the image from a panel), just remember to DOUBLE CLICK. This will select the actual image inside a panel, and now you can re-size, rotate etc until you are happy. Then just click in some space to deselect the photo, and it will lock back in.

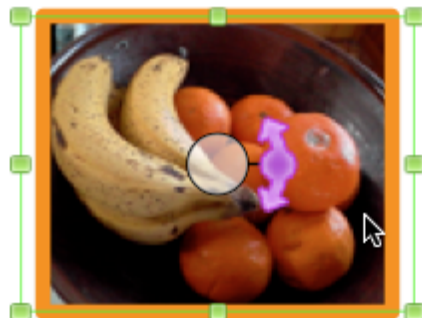
Showing the differences between a clipped, and unclipped image in a Panel.



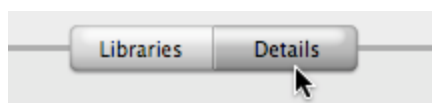
## Image Filtering

Comic Life provides a number of filtering options to help you turn your photos into realistic comic illustrations. There is a wide variety of options from converting images to black & white to giving them a painted look. All these filters are available from the Image Details tab.

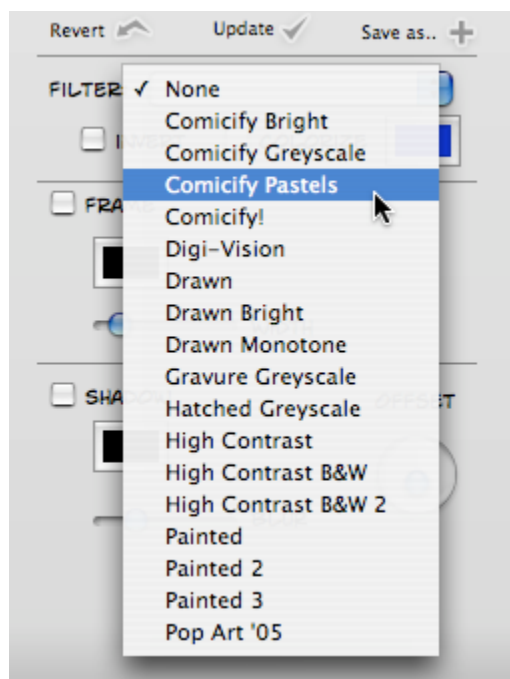
To access the Details tab select an image (if the image is in a panel you'll need to double-click on the panel to select the image, making sure the you want to apply the effect is selected):



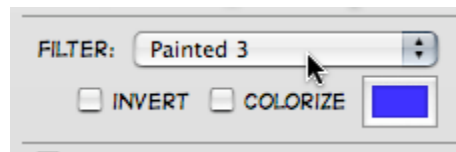
and make sure the Details tab is visible:



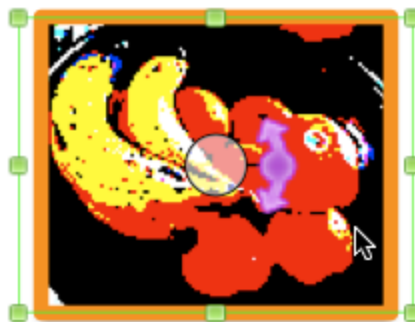
Now we're ready to apply a filter. Click on the filters popup menu to see the list of available filters:



Choose the "Painted 3" filter:



Your image should now show the painted filter effect:



Try out some of the other filters in the menu to see what effect they have - you'll find there is a wide variety. And we've also provided some Styles for you to try out.

Tip: If you update the Default style to have a filter then all images with the Default style (and any new images) will all be filtered in the same way.

The Invert checkbox inverts the colors in the image (after any filter has been applied) for a photo negative effect.

The Colorize checkbox applies the color shown in the color well to the image - you can get sepia like effects with this - or any other color tone you might like. Again the colorize is applied after any selected filter (and after invert if that is selected).

Tip: Check your image after applying each filter.;if too dark or light, try adjusting Brightness and Contrast using the sliders. You can learn more about maximizing image clarity on the 'Images' page.

## Adding speech and thought balloons

Speech and thought balloons let you give your pictures come alive as your characters use the balloons to communicate and provide access to their thoughts.



To add a balloon simply drag the balloon of your choice on to the page and drop it in the appropriate location:



## Editing balloon text

To edit the text in the balloon simply double-click on the balloon and the text will become editable.



Note: When a balloon is selected you can also hit "return" on your keyboard to be editing.

You can change the font, point-size and most every characteristic of the text using the Format->Font menu.



Text in balloons is always center justified. This follows the standard comic convention.

Once you're done editing hit the "Enter" key or use the mouse to click outside the editing area. Your changes will be shown in the balloon.

## Resizing a balloon

To resize a balloon select it and drag any of the green resize handles on the perimeter of the balloon. Holding down the Shift key when resizing constrains the dimensions, preventing accidental warping.



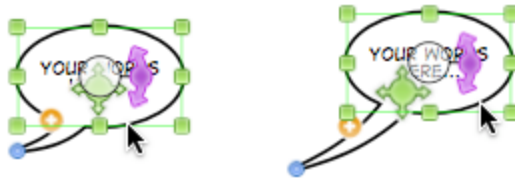
### Rotating a balloon

To rotate a balloon select it and drag the purple rotate handle in the centre of the balloon. Holding down the Shift key when rotating constrains the angle to 90° increments.



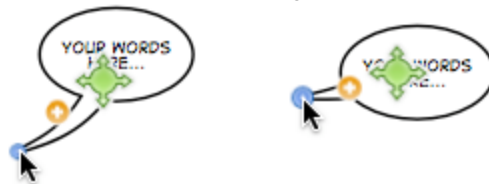
### Moving a balloon's body

To move a balloon simply select it and drag from within the balloon. The balloon will follow your mouse.



### Moving the tail

Once the balloon text is appropriately sized and positioned you'll want to position the tail so that balloon is associated with the right person. Mouse over the bubble and you'll see a marker handle show up that indicates the place to click. Click on this handle and drag the tail into place.



### Moving a balloon and its tail/s

A balloon is normally anchored by its tail in a Panel. If you want to move the balloon and its tail(s) in a single move, then click and drag the 'move handle' which appears whenever you move over a balloon.



## Adding additional balloons

Sometimes you have more text than can comfortably fit in one balloon and need for the text to span multiple balloons. Perhaps the character is pausing for thought before continuing speaking or you need to make a thought fit a particular space. Comic Life lets you do this by adding additional balloons to the speech or thought.

### Add an additional balloon

To add another balloon to an existing balloon simply drag the extension balloon from the well and drop it on a balloon that needs extending. The new balloon is automatically connected to the existing balloon and displayed as the same type as the original balloon.

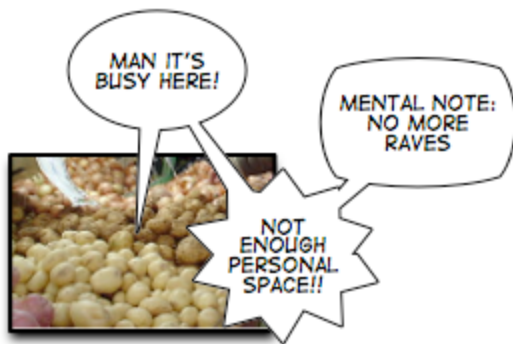


This balloon can be manipulated in the same manner as described above. Note how the balloon smoothly connects to the previous balloon. If the two overlap their outlines are joined cleanly. If they are separate a connecting tail is drawn between automatically maintaining the visual connection for you.



Additional balloons can each have their own style.. for example:

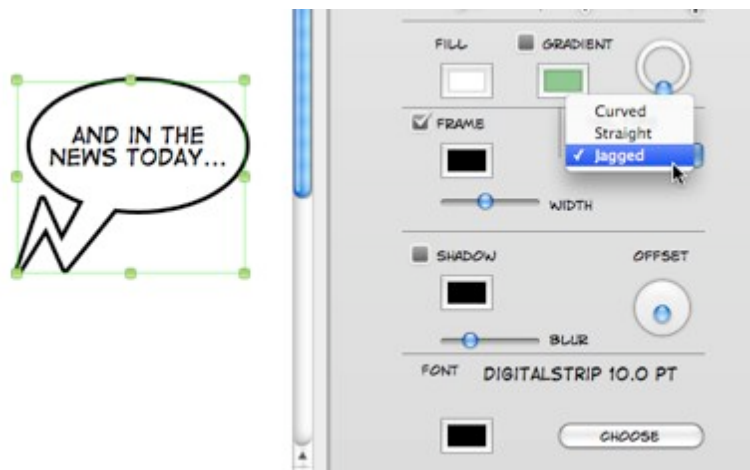




To achieve this, add additional Speech balloon as per above. Then, select each balloon and change it's type (Speech, Television, Thought etc.) in the Balloon Attributes panel (in the Details tab). The only exception; a clump of balloons cannot contain a whispered balloon- this is due to the difference in line styles (dotted for whispered). Setting one balloon to whispered will change all the connectd balloons.

### Changing the tail type

Balloons in Comic Life can have three different types of tail: Curved, Straight, and Jagged. To change this setting, select your balloon, and then choose from the menu in the Details tab



### Adding Additional Tails

Sometimed you may like to have a lot of people saying the same words at the same time, for example a crowd of people singing 'happy birthday'. You can add additional tails to a single balloon by clicking on the the '+' button attached to the tail of each balloon. You may then move the tails where you need.



## Balloon Details

The balloon details lets you adjust the type of balloon from Speech, Thought, Whisper etc. and the margins between the text and the balloon outline if needed. You can also choose the style for the balloon (you can set different styles for each individual balloon in a group of connected balloons - letting a character switch from speech to an exclamation) or override the style attributes if necessary.

### Kind

Change the kind of balloon being drawn. Choose between: Speech, Thought, Exclamation 1, Exclamation 2, Whisper, Rough 1, Rough 2, Rounded, Square, Space or TV.

### Text Margin

If the text is too close to the edges of the balloon (or not close enough) you can adjust the margins by assigning new values to the horizontal (H) and vertical (V) margins.

### Lock

Prevents the balloon from being moved or resized.

### Clip

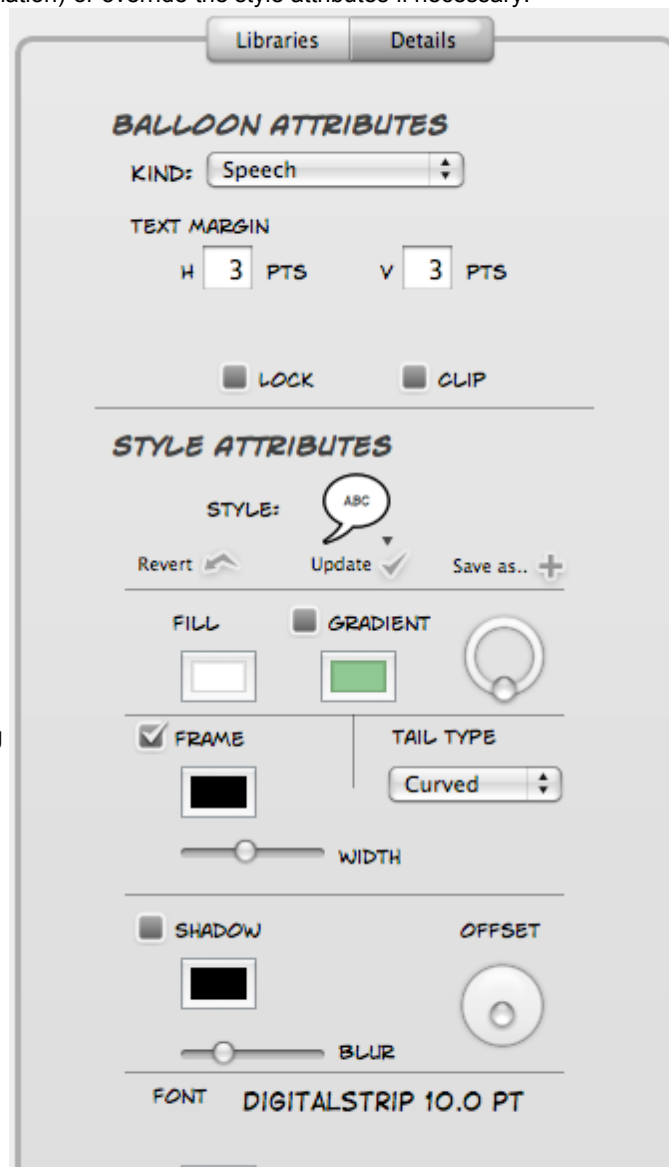
Normally balloons are cut off where they intersect the edges of a panel. Unchecking this option allows the balloon to break the edge of the panel for dramatic effect.

### Style properties

Use the Style popup menu to pick a different style, or simply experiment until you create a style you like.

If you have made a variation to the selected style, then an asterisk appears next to the style name. Your element is now unique!

If you want to share this new style, then



create a New style.

New styles can be created under Style

Attributes with the '+ New' button - a sheet

appears that lets you name the new style. When you click "OK" the new style is created and the element is set to use the new style. Now you can set other elements to have the same style.



You can also Update the current style - be careful! - this will also change the attributes of every other object (in this style).

The default style cannot be changed, so you will need to create a new style, which you can then use on other elements.

If you don't like your changes, press the Revert button to go back to the original style.

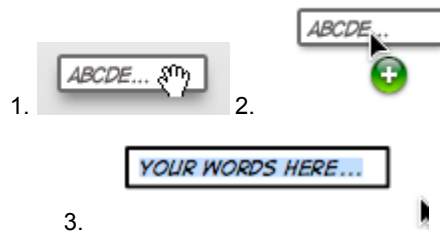
See [Balloon Styles](#) for more information on each setting.

## Working with captions

Captions let you introduce an new scene or provide some narrative information for example: "Meanwhile..." or "Suddenly!" or "It was a dark and stormy night...". A caption lets you add whatever descriptive or thought text you might need.

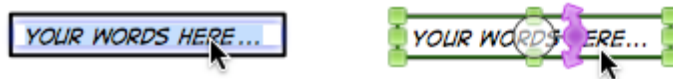
### Add a caption

To add a caption drag a caption from the element palette and drop it at the appropriate position on the page.



### Edit a caption

To edit a caption double click on top of it or simply select it and hit the "Return" key on your keyboard. The caption text becomes editable and is selected. Type in whatever words you need. You can make whatever formatting changes you need to the text using the Format->Font and Format->Text menu items. Caption text can have any justification or font setting you need.



To finish editing simply hit the "Enter" key or click outside of the edit area. Your changes are committed to the caption. If the caption cannot contain your new text its height adjusted to fit the text.

### Repositioning a caption

To move a caption simply select it and drag it to the appropriate location. You can use the Arrange->Align menu to quickly position the caption relative to the enclosing panel or page. You can make your comic look neater by aligning the edge of your captions with the panels by dragging the caption to the panel's edge.

### Resizing a caption

Select the caption and drag any of the resize handles to change the size. Holding down the Shift key when resizing constrains the dimensions, preventing accidental warping.

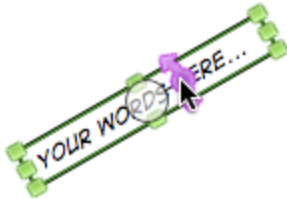


Note if the caption box is not large enough to display the contained text the extra text will not be displayed. So if you're missing some text try resizing the caption to see if it is simply too small.



## Rotating a caption

You can rotate a caption by click and dragging the rotate handle



## Caption Details

The caption inspector details you adjust the margins between the text and the caption outline if needed. You can also choose the style for the caption or override the style attributes if necessary.

### Type

#### Text Margin

If the text is too close to the edges of the caption (or not close enough) you can adjust the margins by assigning new values to the horizontal (H) and vertical (V) margins.

#### Lock

Prevents the caption from being moved or resized.

#### Clip

Normally captions are cut off where they intersect the edges of a panel. Unchecking this option allows the caption to break the edge of the panel for dramatic effect.

#### Style properties

Use the Style popup menu to pick a different style, or simply experiment until you create a style you like.

If you have made a variation to the selected style, then an asterisk appears next to the style name. Your element is

Libraries
Details

### CAPTION ATTRIBUTES

TEXT MARGIN

H 2 PTS V 5 PTS

☐ LOCK ☐ CLIP

---

### STYLE ATTRIBUTES

STYLE: ABC

Revert Update Save as..

☒ FILL ☐ GRADIENT

☒ FRAME

TYPE: Square

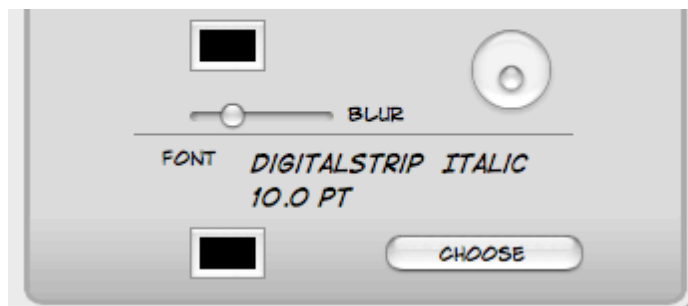
WIDTH FACTOR 5

☐ SHADOW OFFSET

now unique!

If you want to share this new style, then create a New style.

New styles can be created under Style Attributes with the '+ New' button - a sheet appears that lets you name the new style. When you click "OK" the new style is created and the element is set to use the new style. Now you can set other elements to have the same style.



You can also Update the current style - be careful! - this will also change the attributes of every other object (in this style).

The default style cannot be changed, so you will need to create a new style, which you can then use on other elements.

If you don't like your changes, press the Revert button to go back to the original style.

See [Caption Styles](#) for more information on each setting.

## Working with lettering

Lettering in Comic Life covers two compositional elements: Titles and Sound Effects. Comic titles frequently involve warped lettering (for example the Superman logo) or interesting fills, outlining and shadows. Comic sound effects (for example "POW", "ZAP", "BOING", etc) are always warped and filled with color. Lettering elements let you accomplish both with ease.



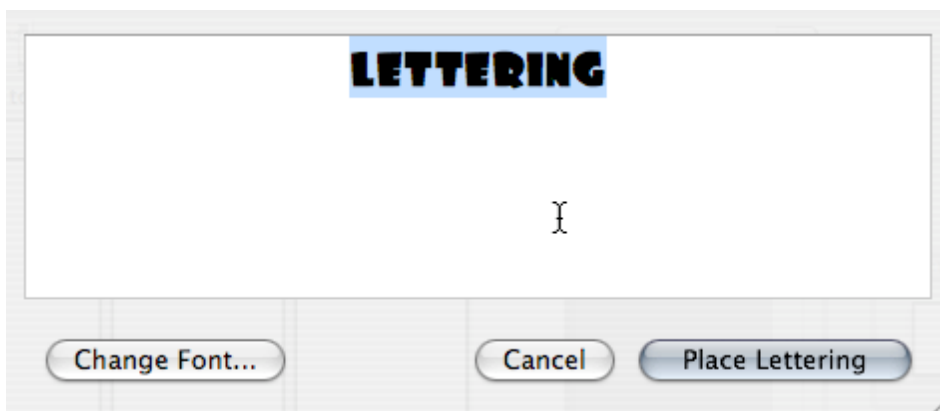
## Adding lettering

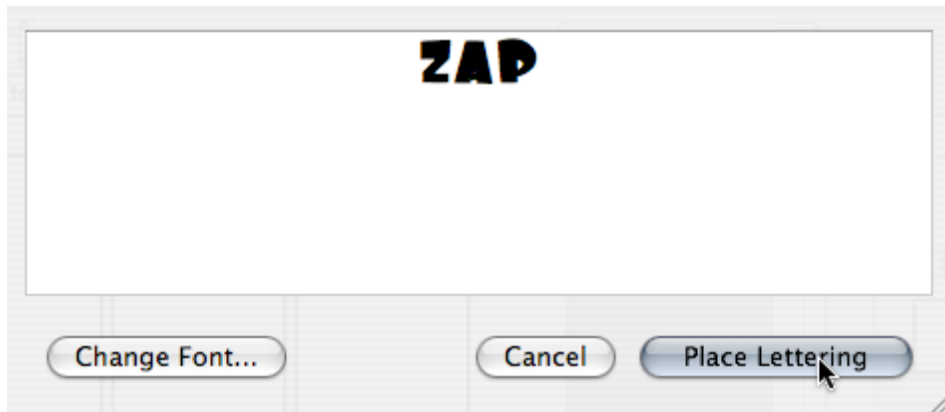
To add lettering to a page drag a lettering element from the palette and drop it at the appropriate location.



A sheet appears where you can type in the letters for the sound effect and change the font and point size if necessary.

The initial font is set from the default lettering stylesheet.





Click on "Convert to Graphics" to add the lettering to the page.



Sound effects are special in that they are not handled as regular text. The text is converted to a graphic representation that enables creative display capabilities such as per-character gradient fills, merged drawing and warping - this is described further below.

The lettering is displayed centered on the drop point with whatever default style is in effect for lettering.

Note that the letters are organized such that if the letters are closely packed the preceding letters overlap the following letters in a natural hand-lettered style.

## Editing lettering

If you would like to change the font or the text of lettering simply double click on it and the lettering sheet will reappear so you can adjust the text and font upon which the lettering is based. Once you click the "OK" the new text is warped to fit the current lettering outline. You can also simply select the lettering and press the Bigger or Smaller font text size icons in the toolbar.



If you have used any of the character adjustment tools these changes will need to be reapplied.

## Moving lettering

Simply click and drag the lettering to the appropriate location.





## Resizing lettering

Resizing lettering is where the fun begins. Dragging the corner resize handles warps the lettering to fit the new shape. You can add a lot of drama to a sound effect by dragging out its top two corner handles.



To bend the lettering use the top and bottom center handles. These are special handles that gently bend the letters so they curve to fill the new space. These center handles retain their relative position between their respective corner handles so that adjusting the corners does not interfere with the curve that you've applied.



## Scaling lettering

If you like the general shape of your lettering, but want to change its dimensions, then you need to use the rescaling handles. Click on the text to select it, and once it is selected, click on the text again. A box with a set of square green handles will appear, which you can use to rescale your text. Holding down the

Shift key when resizing constrains the dimensions, preventing accidental warping.



### Rotating lettering

You can rotate a lettering element to any angle by selecting the element and dragging the rotate handle around. Holding down shift locks the angle to the nearest 90° angle.



### Deleting lettering

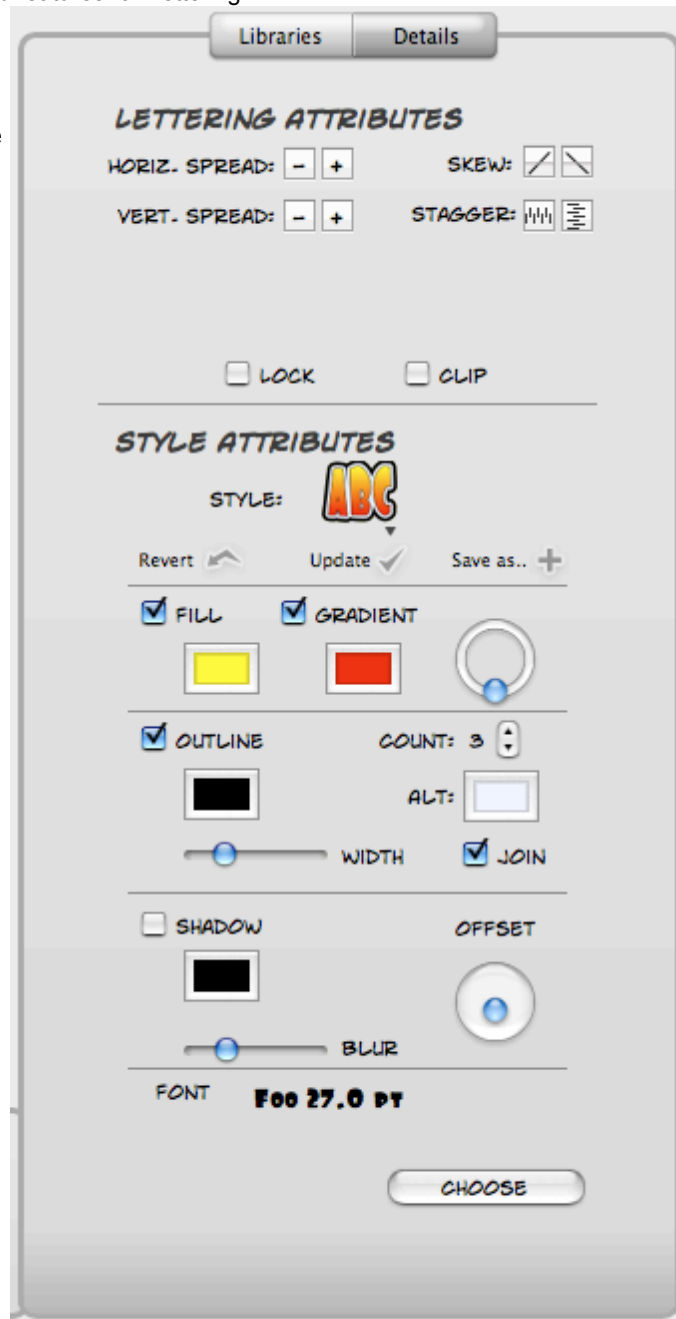
To delete a lettering element simply select it and hit the Delete key or choose Edit->Delete.

### Lettering Details

The Lettering Details offers a few extended features for Lettering.

### Horizontal Spread

Increases or decreases the horizontal space between the individual letters in the lettering.



Note that this has little or no impact when the letters are aligned vertically.

### Vertical Spread

Increases or decreases the vertical space between the individual letters in the lettering. Note that this has little or no impact when the letters are aligned horizontally.

### Skew

Skew lets you rotate the baseline of the lettering without rotating the letters (for a stair-step effect) - providing a useful dynamism without impacting legibility.



### Stagger

The stagger buttons cause the individual letters to be alternately shifted up and down or left and right. This gives the lettering a jumbled effect for added impact. You can keep clicking either of the buttons to increase the effect. Use Edit->Undo to revert back.



### Join character outlines

Sometimes you'll want the characters to be displayed individually and have the outlines of each overlap. Other times you'll want the letters to be joined neatly together. Checking this option draws the lettering as a single graphic object so that a gradient fill is drawn across all the letters, outlines are merged (where they overlap) and the shadow (if any) is beneath all the characters.



**Lock**

Prevents the lettering from being moved or resized.

**Clip**

Normally lettering is trimmed where they intersect the edges of a panel. Unchecking this option allows the sound effect to be drawn outside the panel for dramatic effect.

**Style properties**

Use the Style popup menu to pick a different style, or simply experiment until you create a style you like.

If you have made a variation to the selected style, then an asterisk appears next to the style name. Your element is now unique!

If you want to share this new style, then create a New style.

New styles can be created under Style Attributes with the '+ New' button - a sheet appears that lets you name the new style. When you click "OK" the new style is created and the element is set to use the new style. Now you can set other elements to have the same style.

You can also Update the current style - be careful! - this will also change the attributes of every other object (in this style).

The default style cannot be changed, so you will need to create a new style, which you can then use on other elements.

If you don't like your changes, press the Revert button to go back to the original style.

See [Lettering Styles](#) for more information on each setting.

## Working with Styles

Styles are a handy way to make uniform changes to the look of your comic - want all panels to have a particular color and width to their border? Want captions to have the same background gradient fill? These are all editable in a single place - the Styles Attributes in the Details tab. All the styles settings in a comic are called a "stylesheet".

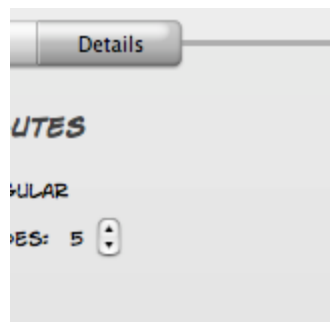
You can save and load stylesheets independently from a comic - allowing you to easily create multiple comics with a standard look. If you want ALL elements to be created in a particular style then Update the 'default' style.

### Creating a new style

1. Create a new comic



2. Place an element (for example, a panel) on the page.
3. Bring up the Details interface by choosing View->Show Details or by clicking on the Details" tab.



4. All the attributes for the object, and the style for the object are displayed - lets change the

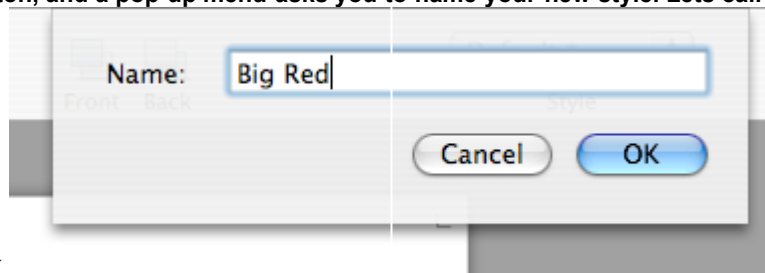


background colour to red.

5. Change the color and watch the panel background color change. Notice now the pencil icon next to the style name. This shows there is a variation to the style.



6. Press the 'Save As' button, and a pop-up menu asks you to name your new style. Lets call

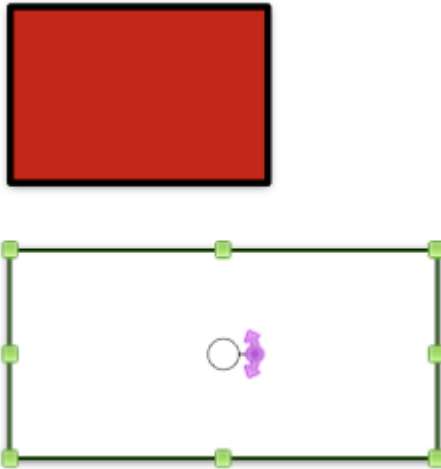


it "Big Red". Press OK.

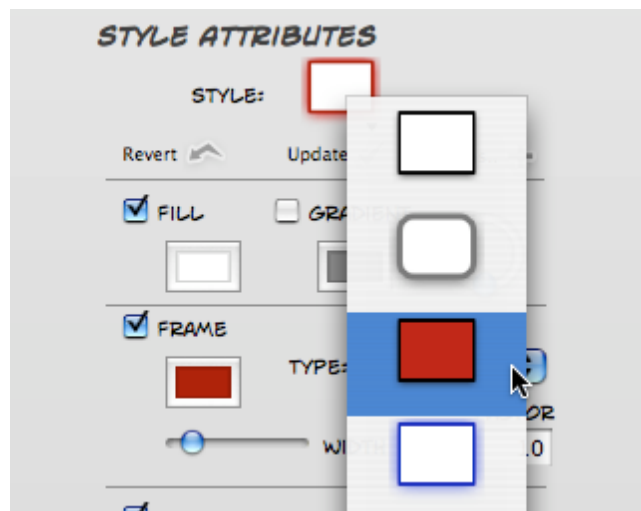
7. You can now use this style for other elements.

## Updating a style

1. Create a new Panel by dragging it out from the Library

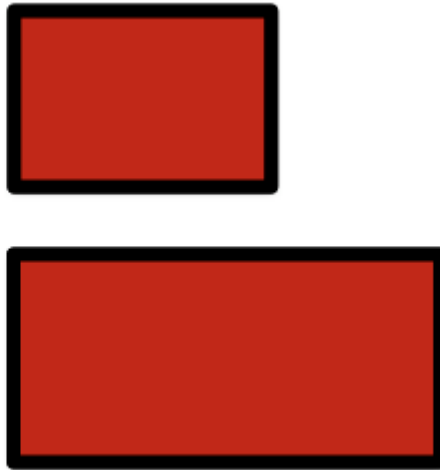


2. Now set it's style to the new red filled style we just created by choosing it in Style Attributes (In Details). You can see the style we just made.
- 3.



- 4.
5. Make a change to the panel, for example, lets make the frame thicker.
6. Now there is pencil icon next to our style. That means we have made a variation.
7. We like our change, and we want all elements with the same style to change as well, so we click "✓ Update"
8. The asterisk\* now dissapears. Also our first panel now has a thick border as well - it uses the same style





## Reverting to a style

At any point you can revert back to the original style chosen by selecting 'Revert'. A pop up menu will remind you that you will lose your changes to the style - to prevent this you should update the current style or create a new style.

## Stylesheets

Once you have collected a group of styles you like, then you might like to use this entire collection in a new comic, or in an existing comic. You might also like to make this new set of styles your default stylesheet, so, for example, if you find you always like your Balloons to be a particular way, then you can make them the default.

Stylesheets contain all the available styles for all available objects, like balloons, panels etc.

Here's how you go about creating a stylesheet with a custom balloon style as an option.

1. Create a new style and drag in a caption/balloon - you have to get out of text edit mode because otherwise the font picker is changing the selected characters rather than the caption element style.
2. Click on the font style picker for the caption
3. Pick a new font size.
4. Update the style (under Details)
5. Next caption to be dragged in has the new font size by default.

This will then be the default for that comic.

You can now go to File->Save Stylesheet to create a stylesheet with the collection of updated styles for all objects. If you'd like to apply this to any existing comics, then you can go File->Load Stylesheet and load the appropriate stylesheet. For example, you might make a stylesheet which has a series of "ghoulish" Balloons and Panels. When you Load this in an existing document, the styles of any object which has the same name will be replaced with the new style, and there will be a new selection of styles (the ones you made) available for all objects.

If you want these styles applied always to a new comic, then you have to change the master stylesheet.

1. Configure the defaults as you want for the various elements - basically set up a page and drop elements on it - configure the default style for each as you like them (then update them in details).
2. File->Save Stylesheet... (name something memorable!)
3. Quit Comic Life completely and relaunch Comic Life
4. In Preferences (Comic Life > Preferences...) choose the saved stylesheet.
5. Then create a new Comic document. All New comics will use that stylesheet.

## Panel Stylesheet

### Style menu

Select the panel style you want, or make changes to the style as a variation. Select Update to change the style itself to match your variation, create a new style using Save As which you can use later on other elements. Revert will return to the original style selected.

### Background

Optionally fill the background of the panel with the selected color.

### With Gradient

Optionally fill the background of the panel with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

### Frame

Optionally draw a frame around the panel with the specified width. The Type popup lets you specify a shape for rectangular panels. Some shapes have special shapes such as bevels that can be adjusted with the Factor field.

### Shadow

Optionally draw a shadow behind the panel with the specified color, Blur radius and Offset.

## Caption Stylesheet

### Style menu

Select the caption style you want or simply make some changes as a variation to the style. You can Update the style (which affects all elements in this style), create a new style using Save As, or simply Revert back to the original style.

### Background

Optionally fill the background of the caption with the selected color.

### With Gradient

Optionally fill the background of the caption with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

### Frame

Optionally draw a frame around the caption with the specified width. The Type popup lets you specify a shape for rectangular panels. Some shapes have special shapes such as bevels that can be adjusted with the Factor field.

### Shadow

Optionally draw a shadow behind the caption with the specified color, Blur radius and Offset.

#### **Font**

Specify the default font and font color for new captions - note that existing captions using this stylesheet will not change their fonts - this is to avoid losing any special formatting you may have been applied. The font will change when a style is manually selected in the Inspector style menu. You are not restricted from changing the font with the Font Panel once the caption is created.

### **Balloon Stylesheet**

#### **Style menu**

Select the bubble style you want or simply make some changes as a variation to the style. You can Update the style (which affects all elements in this style), create a new style using Save As, or simply Revert back to the original style.

#### **Background**

Optionally fill the background of the bubble with the selected color.

#### **With Gradient**

Optionally fill the background of the bubble with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

#### **Frame**

Optionally draw a frame around the bubble with the specified width. You can also choose to have straight tails instead of the normal 'curved' look.

#### **Shadow**

Optionally draw a shadow behind the bubble with the specified color, Blur radius and Offset.

#### **Font**

Specify the default font and font color for new bubbles - note that existing bubbles using this stylesheet will not change their fonts - this is to avoid losing any special formatting you may have been applied. The font will change when a style is manually selected in the Inspector style menu. You are not restricted from changing the font with the Font Panel once the bubble is created.

### **Image Stylesheet**

#### **Style menu**

Select the image style you want or simply make some changes as a variation to the style. You can Update the style (which affects all elements in this style), create a new style using Save As, or simply Revert back to the original style.

#### **Filter**

Optionally filter the image to add an effect.

#### **Invert**

Optionally invert the colors in the image to give a "negative" effect.

#### **Colorize**

Optionally convert the image into monochrome based on the color in the color well.

#### **Frame**

Optionally draw a frame around the image with the specified width.

#### **Shadow**

Optionally draw a shadow behind the image with the specified color, Blur radius and Offset.

## Lettering Stylesheet

### Style menu

Select the lettering style you want or simply make some changes as a variation to the style. You can Update the style (which affects all elements in this style), create a new style using Save As, or simply Revert back to the original style.

### Fill

Optionally fill the background of the lettering with the selected color.

### Gradient

Optionally fill the background of the lettering with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

### Outline

Optionally draw a border around the lettering with the specified color. The Count field specifies how many borders should be drawn around the lettering. If there is more than one border around the lettering the outline color is alternated with the Alt color. The Width specifies how thick the border should be.

### Shadow

Optionally draw a shadow behind the lettering with the specified color, Blur amount and Offset.

### Font

Specify the default font for new lettering elements. This font can be changed on the Lettering creation sheet.

## Page Stylesheet

**The page stylesheet is much like every other element's stylesheet, however it does have a few unique points. To select the page, you need to click on some empty part of the page. The details tab will show 'PAGE ATTRIBUTES' and STYLE ATTRIBUTES. The page itself has no attributes (this is handled by File-> Page Format), so we will focus on the Style Attributes.**

### Style Menu

Select the Page style you want or simply make some changes as a variation to the style. You can Update the style (which affects all elements in this style), create a new style with Save As, or simply Revert back to the original style. For simplicity, we recommend that you simply update the default style once you are happy with the page numbering style. From then on, all new pages will look like this one.

### Fill

Optionally fill the page with the selected color.

### Gradient

Optionally fill the page with a color gradient beginning with the Background color and ending with the Gradient color. The circular control to the right sets the actual gradient.

### Page Number

Optionally draw a page number on the page. You can choose which edge the page number aligns to with the popup menus, and use Inset to move the page number closer or further away from the page centre.

### Backdrop

The backdrop is like a panel for your page number. It can be set to a caption style, and have its own vertical size, horizontal size, and rotation. For more control over this create a special caption style for page number backdrops. To achieve this do the following:

- 1. Create a caption style using an available caption**  
If you don't have one drag a temporary one onto the comic to get access to the caption styles editor
- 2. In the Caption Styles Attributes tweak the settings till you get something you like.**
- 3. Click on "Save As" to create a new caption style for page numbers.**
- 4. Delete the temporary caption if you created one.**
- 5. Deselect everything on the page to get back to the page attributes (probably there already).**
- 6. Select the new caption style in the Caption Style menu.**
- 7. Click Update to get all pages to use this style (assuming you're modifying the Default style).**

## **Font**

Specify the font, size, and colour for Page Numbers.

## Publishing

The ultimate product of Comic Life is a published comic - the application lets you publish in a variety of forms which is a major reason for some of the unusual page formats that are supported. You can of course print your comic using the standard print dialog - but you can also export your comic as HTML or a QuickTime movie. This section explores all these options.

### Printing

If you intend to print your comic you will get best results by choosing a page format that matches your printer. Comic Life comes with a wide selection of standard page sizes. Once your comic is complete you can print it simply by choosing File->Print... and clicking "Print".

Note: Don't be alarmed if it seems to take a while to print Comic Life uses your high-resolution images for best results and this can slow down the printing process.

If you want a quick proof of your comic make sure the "Low-Res Proof" option is selected in the Comic Life settings of the Print sheet. The printer will use the screen resolution images (~ 72 dpi) for faster printing. Note that this setting is remembered while the application is running so if you need a final proof then you must uncheck this option.

### Export to HTML

Comic Life can turn your comic into a convenient web presentation with the Export to HTML feature. To access this feature choose "File->Export to HTML...". On the export sheet enter the name and location of the folder that will hold the HTML files and images. You can also choose a theme for the frame that will surround the comic and the quality of the JPEG images. Click on the "Export" button to create the HTML files. Once the export is complete you will find a number of files in the new folder with the name you selected. These are:

#### Launcher.html

A file containing the HTML needed to display the comic its own window. You will need to copy the link to another webpage in order to integrate the comic with a website - depending on where you upload the comic folder you may need to edit the `javascript.location` value:

```
<!--a href="javascript:location='MyComic/Comic.html';<br>
      window.open('Comic.html',<br>
      'MyComic',<br>
      'width=XXX,height=YYY,scrollbars=no,<br>
      toolbar=no,status=no,resizable=no')<br>
      ">MyComic<!--/a-->
```

#### Comic.html

The actual comic HTML file - what is loaded into the new window.

#### pages.js

A JavaScript file that lists all the pages as a JavaScript array and initializes other important variables. This file is used by the Comic.html file

#### images folder

Contains the images needed to draw the frame around the comic. Used by Comic.html

#### pages folder

Contains the JPEG images of all the pages in the comic named Page\_1.jpg, Page\_2.jpg etc.

## Export to Fixed-resolution PDF file

Comic Life can export your comic as a fixed-resolution PDF file. This differs from the PDF output available from the print dialogue because all images in a fixed resolution PDF file are re-processed to the resolution you set. This feature is useful for reducing the file size of the PDF when sharing a PDF for viewing on the web, or when you need to share your printable comic over the web or email. Please note: this feature may take some time complete due to the need to reprocess all images.

## Export to iPhoto

This feature makes it easy to get your comics into iPhoto, as single images, for easy viewing and management.

## Export to QuickTime

Comic Life can turn your comic into a QuickTime movie for use as part of a multimedia project.

To export a QuickTime movie choose File->Export to QuickTime... In the export sheet choose a name and location for the movie as well the quality of the JPEG images that form the frames of the movie and the duration that each page will be presented. Click on "Export" when you are ready start the process.

## Email Comic Button

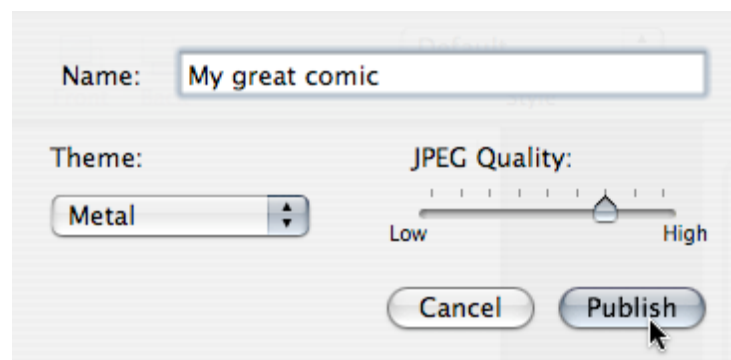
With a single click you can email a multiple page comic, as a series of JPG files to your friends and family. Choose a subject, and your mail application of choice, and a new message will be opened for you with each comic page attached as cross-platform JPG images. You can now write the body of your email and send to your recipient of choice. Easy!

## MobileMe Integration

Comic Life has great support for MobileMe users. Within Comic Life you can publish your comics to your MobileMe account and make them easily available to family, friends and/or fans. Comic Life creates a stylish layout of your comic where visitors can click on thumbnails to read in a popup window with page controls for easy stepping the pages of your comic.

## Publishing to MobileMe

To publish your comic on your MobileMe homepage all you need to do is load up the comic in Comic Life and choose File->Publish to MobileMe. The following sheet is presented where you can specify the name to give the comic and the quality of the JPEG images posted as well as a frame that will be shown around your comic.

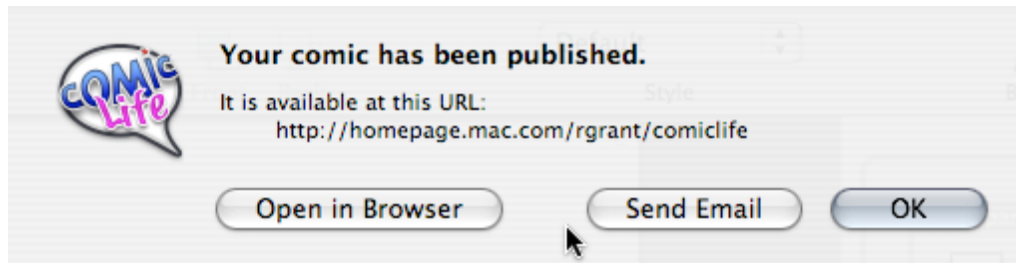


The screenshot shows a dialog box for publishing a comic to MobileMe. It features a text field for the comic's name, a theme selector, a JPEG quality slider, and two buttons at the bottom.

Field	Value
Name:	My great comic
Theme:	Metal
JPEG Quality:	High
Buttons	Cancel, Publish

Once you click OK Comic Life proceeds to render the necessary JPEGs and then upload all the files necessary to display your comic. The main index.html is generated and (if this is not the first comic you've published) the new comic is moved to be the first comic on display.

Once complete you are presented with a sheet that has various options.



Clicking on Open in Browser opens the homepage in your preferred browser. Send email automatically creates an email with a link to your site. The URL shown in the dialog is also selectable if you want to copy/paste it into another location.

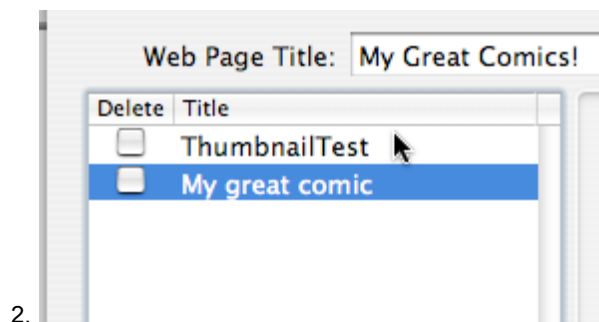
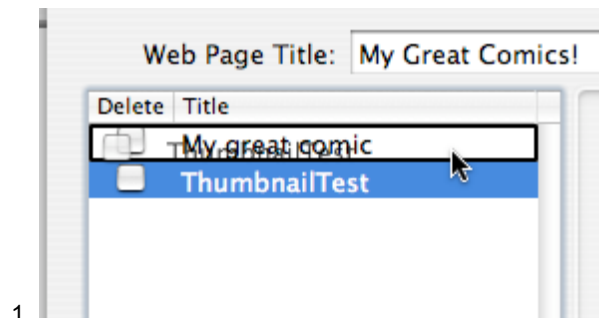
### Managing your MobileMe Comics

After you've posted a few comics to your page you'll probably want to begin to remove some of the older ones. You might also want a different name for your homepage than the default.

You can do both of these things within Comic Life. Choose File->Manage MobileMe Comics to bring up the Comic Manager. The simple interface hides some sophisticated features. With this interface you can reorder comics, delete and rename them as well as change the name of your home page.

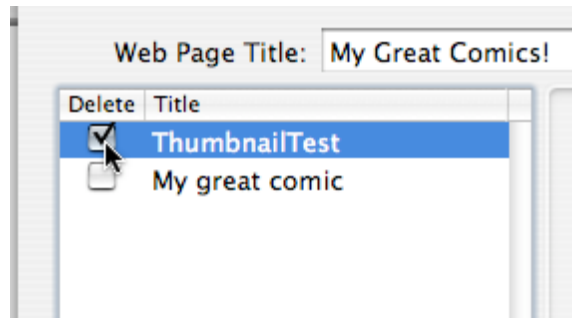
None of the changes take effect until you click on the Apply button.

To reorder comics simply drag the comics up and down the list:



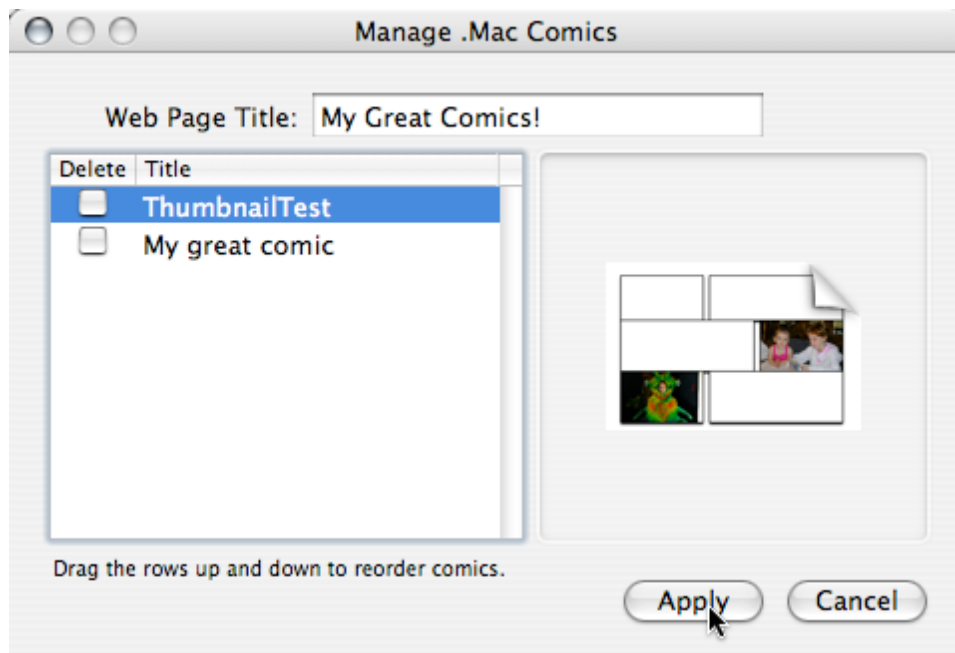


To delete a comic check the box next to the comic in the table.



You can retitle your comic homepage by typing in a new name at the top of the dialog.

When you're happy with your changes click on the "Apply" button to update MobileMe.

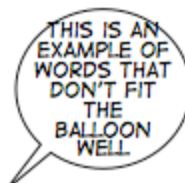


You're done!

## Advanced lettering

### Fitting words in a balloon

Once you've made a few comics or even added a few balloons you'll notice that sometimes the words in a balloon naturally fit the available space and other times there is a lot of empty space in the balloon - and the balloon is taking up too much room. For example:



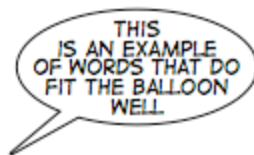
In this example we can see that the words do not form an outline that matches the balloon shape and the result looks bad. There are a couple of approaches to solve this problem and usually a combination of the two will get the desired result.

The first approach is to adjust the shape of the balloon to better fit the words. Stretching this balloon out horizontally will definitely help the words to fit. If you have room in the panel try resizing the balloon to different balloon shapes to best fit the words.

The next approach is to adjust the line breaks in the words to force the text to make an oval shaped outline. For example a line break after "THIS IS" will make sure that not too much text is at the top of the balloon. Continue adding line breaks until the text makes a pleasing oval or circular outline.

The final approach is to change the words. If you can't get the existing words to fit in a pleasing way try choosing different words. Balloons benefit from small words. Long words make it difficult to get the shape you need - unless, of course, that word just happens to land at the widest point of the balloon.

After applying these techniques this is what a well laid out balloon would look like:



## Preferences

Comic Life's Preferences let you specify a preferred page format and stylesheet for new comics. You can also choose whether Comic Life checks for new versions when it is launched.

## Adding Fonts

Comic Life comes with a very useful comic lettering font (DigitalStrip) that's great for many projects but you will soon be looking for more fonts to add variety to your effects, titles, balloons and captions.

The good news is that Mac OS X and the web make adding fonts very easy and cheap! There are literally hundreds of quality fonts available for free on the web and some are very useful for making comics. There are even a few web sites that are dedicated to comic fonts - though many of their fonts are not free.

### Where to find fonts

**Comic Font Sites** These sites have excellent free and commercial comic fonts available for download:

[Blambot - www.blambot.com](http://www.blambot.com)

Lots of lettering, titling and sound effect fonts and some free samples.

[www.comic.com](http://www.comic.com)

Lots of lettering, titling and sound effect fonts and some free samples.

Those sites also have lots of useful tips on creating comics so take a look around while you're there.

**General Font Sites** These sites have a wide variety of fonts available for download:

[www.fonts.com](http://www.fonts.com)

A huge site with lots of free fonts

### Adding fonts

Once you've downloaded a font making it available to Comic Life is very simple.

- 1. If the font is compressed (e.g.: .zip, .sit etc) uncompress it first.**
- 2. Open a new Finder window (in the Finder: File->New Finder Window)**
- 3. In the new window navigate to your HOME->Library->Fonts folder**  
You can of course add them to your computer Library->Fonts folder if you want the font to be available to every user of the computer.
- 4. Drag your new font to the Fonts folder**
- 5. Open the Font Panel - your new font should be listed in the "All Fonts" category.**

The Font Book application (part of Mac OS X since 10.3) makes it easy to organize your fonts - try creating font collections for balloon, sound effect and title fonts so that they're easy to find when you're creating a comic.